NINTENDO • GENESIS • SUPER NES • TURBOGRAFX-16 • GAME BOY • GAME GEAR • LYNX

GamePro TV Show! See Page 142!

GAMEPRO

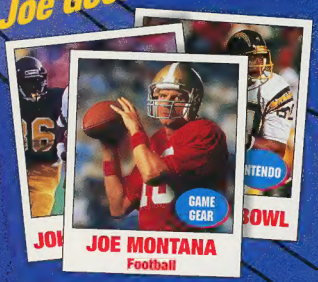
#1 VIDEO GAME MAGAZINE

Bart's Back!
Blasting Off in "The Simpsons: Bart vs. The World" For Your NES!

Super NES!
U.N. Squadron • Final Fight
Super Adventure Island

Nintendo!
Mega Man 4 • Batman

Football!
John Madden Football '92
Tecmo Super Bowl
Joe Goes Game Gear!



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December 1991
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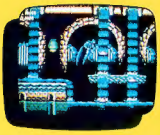

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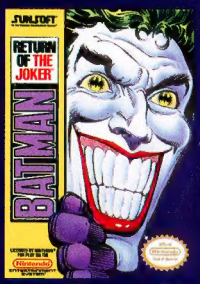

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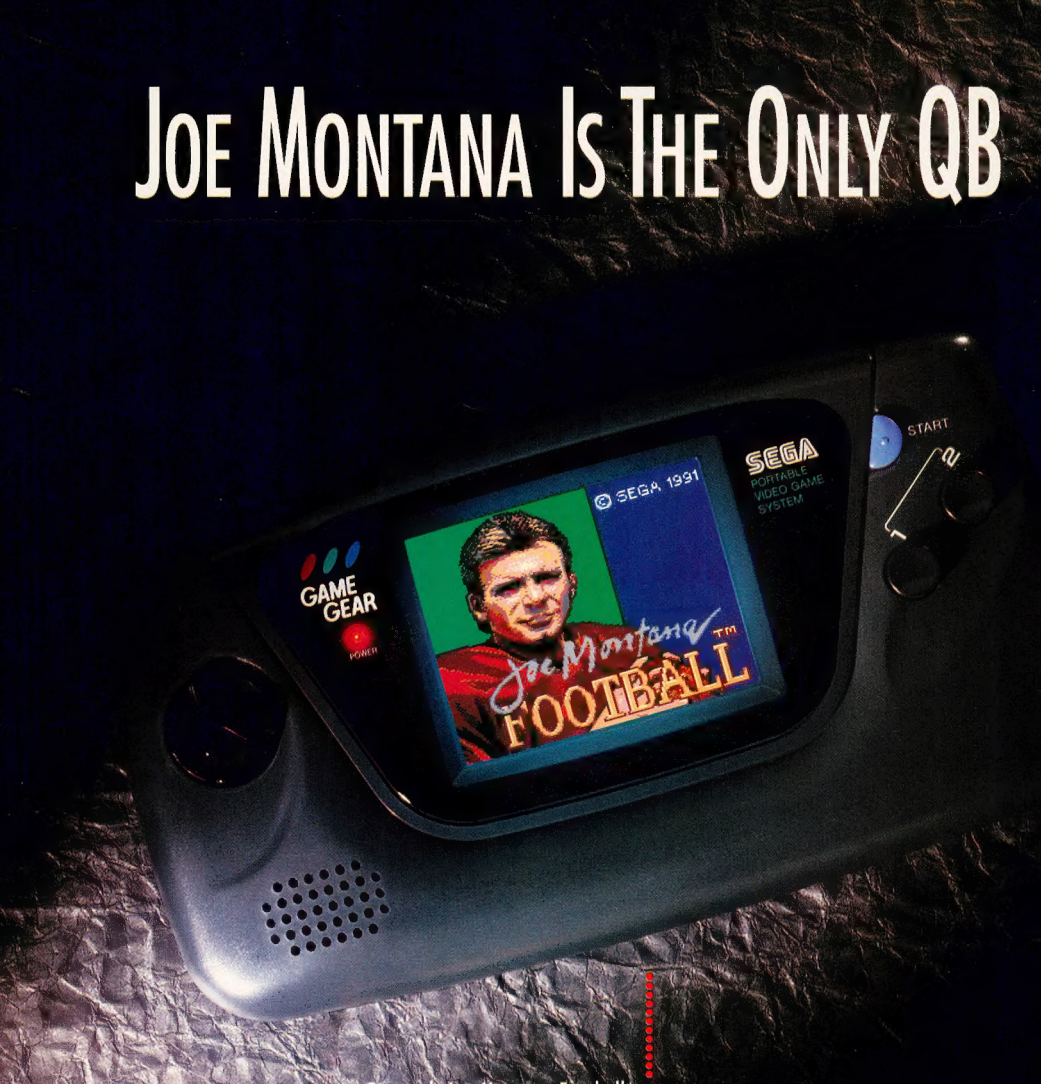

Pictured: Joe Montana Football*

Columns
(included with system)

Super Monaco

Shinobi

Castle of Illusion starring
Mickey Mouse

Slider

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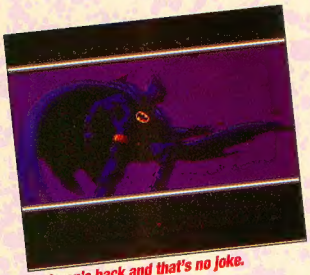
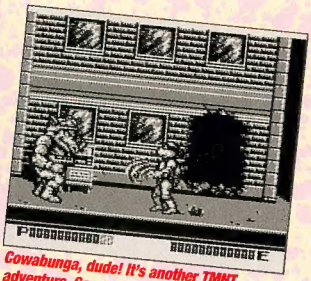


Batman's back and that's no joke. See page 26.



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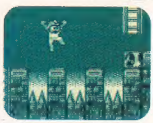

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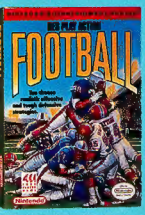

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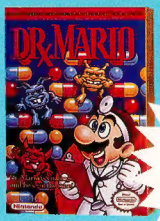

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Dreaming of a 16-Bit Christmas

By The GamePros

Happy holidays, GamePros! Christmas can be a wonderful season, but it definitely sets off a veritable feeding frenzy of spending on video games. If 16-bit gaming is one of your New Year's resolutions, you're grappling with the Big Question of the Year...Genesis or Super NES?

Regular GamePro readers already know the bottom line for awesome game action – ya' gots to have all the systems including the NES. End of discussion. But since most folks can't have it all, read our Special Feature "So You Want to Buy a 16-bit System..." for information to help you make that call. After that if you're still stuck on whether to commit to the Genesis or the SNES, here's the definitive answer – YES! Either system is the right way to go, so don't burn out your brain cells over the decision.

There are great Genesis games out there right now with more to come, and the Genesis enjoys clear superiority in terms of sheer numbers of games available this Xmas. Check out this issue for Rolling Thunder 2 by Namco, Battlemaster by Arena, Pit-Fighter by Tengen, Fatal Rewind by Electronic Arts (EA), and Chuck Rock by Virgin Games, Joe Montana II Sports Talk Football by Sega, and John Madden Football '92 by EA.

Now, everybody who thinks Nintendo's going to pour a steady stream of 16-bit SNES games into the video game arena over the course of 1992 raise your hands. Right, that's a no-brainer. This issue we have U.N. Squadron from Capcom and a rash of previews of things to come: Lemmings by Sunsoft, The Rocketeer by IGS, Smash TV by Acclaim, and John Madden Football by EA.

What about future 16-bit CD-ROM systems from Sega and Nintendo? The TurboGrafx-16 Faithful say the future is now! It's true NEC lives and dies by its "quality over quantity" philosophy regarding game releases, but they've got some hot CDs, with more on the way. See the preview of It Came from the Desert. Then, scan The Cutting Edge for a bit of news regarding the P.C. Engine CD Super System Card 3.0 in Japan, where P.C. Engine CDs rule. If and when that extra 256K RAM arrives in America, TurboGrafx-16 CDs can step up to another level before the Genesis and the SNES CDs begin to spin their magic. While you're waiting for CDs, check out Cadash, Andre Panza's Kick Boxing, and Champions Forever Boxing, our TG-16 reviews this issue.

When CD-ROM systems from Sega and Nintendo finally surface, you know there'll be plenty of great games for both systems. By Xmas 1993 you may be faced with a similar problem concerning CD systems that you face now with 16-bit systems. See above for possible resolutions.

Genesis or SNES? It's a win-win proposition all the way.

Graphics: Judges the cart's pix, animation, and artistic design; **Sound:** 5 = Turn up the volume! 1 = Noise pollution; **Gameplay:** Rates how smoothly the game's command interface and controller functions translate into onscreen action and fun; **FunFactor:** Here's the bottom line: Is it fun? **Challenge:** Rates the computer's smarts and game skills, but remember a low rating here isn't necessarily bad and vice versa. See Graphics, Sound, Gameplay, and especially FunFactor.

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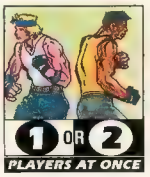
Go at 'em with everything you've got. Pipes. Bottles. Knives. Dish out justice however you see fit. Remember, you're the good guys. But watch your back. These goons are even more ruthless than you are. Gangs of 'em come at you from everywhere…and keep on coming.

So if you want to clean up the streets, don't just sit there. Do something. Get Streets of Rage from Sega Genesis.



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The Debate Goes On

In response to Carl Rizzo's letter in the September issue, we would like to clarify the utter ridiculousness of this observation. We are both die-hard Genesis lovers. However, after purchasing a Super Famicom in Japan and several Japanese games, our feelings changed. The Super Famicom amazed us with stunning stereo sounds, incredible graphics (using a S-VHS cord made the picture even sharper), and Genesis-burning speed.

Although the SNES title Gradius III does slow down, all one need do is take a look at the amazing Darius Twin to realize that an SNES title is fully capable of juggling a ton of sprites on screen without slowing down. While we're on the subject, try to tell us that the Genesis title Super Monaco GP has better scaling and speed than the SNES's F-Zero Race!

On to the sound issue. While the SNES does have one less sound channel than the Genesis, Carl's forgetting a few basic hardware rules. Number one, a single sound channel does not in the least make a "whopping" difference. Second, the SNES has a separate processor for sound and music. Third, and most important, the SNES can process any kind of sound, unlike the Genesis. In fact if you've ever heard Actraiser's mind-blowing soundtrack, you wouldn't even think of complaining about sound.

Everyone's entitled to their opinion, and we're not saying that the Genesis isn't a fantastic system, however, we want to set the record straight on the SNES's abilities. 'Nuff said.

Matt Keil & Andy Chern, San Carlos, CA

Seeing Double

I recently purchased the June '91 issue of GamePro (your second anniversary issue), the one with Sonic the Hedgehog on the cover. Well, much to my surprise when I got home and began to look through my GamePro collection, I found that I already had a second anniversary issue with the exact same contents, only this one had Bugs Bunny on the cover! What gives? I must admit, I feel a bit cheated having purchased the same magazine twice!

Brandon Weiss, Bethlehem, PA

(You're not alone, Brandon. We received dozens of letters from other readers asking the same question. The reason why you saw two versions of our June '91 issue (same contents – different covers) is because we were running what you could call a "circulation-test." We ran the two separate covers in order to get a better idea of what type of cover our readers preferred – one with a well known character, such as Bugs Bunny, or a relatively unknown character such as Sonic The Hedgehog. The confusion it caused you as well as some of our other readers was unfortunate. Because of this confusion, we will not be running this kind of experiment again. May we suggest that in the future when purchasing any magazine, you check the month of the issue. The location of a magazine's print-month varies from publication to publication. However, on GamePro you can always find it on the cover of the magazine, inside the white UPC code-box in the lower left hand corner. P.S. On the upside, that quirky double-cover issue may become a collectors item one day, so hang onto them.– Ed.)

Making the Connection

My friend told me that it's possible to hook a Super NES up to a computer monitor. Is this true? If so, what do I need?

Spanky Smith, Greenville, S.C.

(Yes, a Super NES can be hooked up to a regular RGB computer monitor. Unfortunately the connection can only be made via Japanese equipment, which you would have to special order through an importer. It's tough to say whether or not the pin configurations (where the monitor cords are connected) of the Japanese connector cords will be altered so that they are compatible with American RGB monitors. Hopefully Nintendo of America will offer a line of RBG cables that will fit the bill. – Ed.)

The Secret of the Genie

I have heard so much about the Game Genie, and it sounds great. What I'd really like to know, however, is what exactly does it do?

Jason Staats, Sacramento, CA

(The simplest way to answer a relatively technical question is this: Inside each Nintendo there are two "scratch pad" areas (chips). One processes information for screen display and the other for memory. When you plug a cartridge into the Nintendo these two tiny chips read programming codes which pertain to things such as the number of lives, invincibility, how high the character can jump, etc. When attached to a game cartridge, the Game Genie, via the code you punch in, affects the way in which the NES reads those codes for life and invincibility. So, instead of having the usual three lives you now have 50. In a nutshell, the Game Genie doesn't change a game whatsoever, it merely changes the way in which the NES reads the game. Furthermore, these codes are automatically erased from the NES when it's shut off. – Ed.)

A Peek Before Purchase

I was wondering if Super NES games will be rented out the same way that the 8-bit NES games are. I rent most games before I make a decision to buy. Personally, I think people should be able to rent games for all systems, because if a game is good enough, they're going to buy it anyway.

Tom Farris, Needmore, PA

(The decision to rent Super NES titles, much to Nintendo's dismay, is up to the individual video rental retailers, such as Blockbuster Video. It's highly likely that retailers will choose to rent Super NES titles, but they'll wait until the library of available software has had a chance to grow before they begin to rent. Only time will tell. – Ed.)

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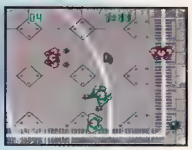

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CUTTING EDGE

The Sega Mega CD and the Nintendo SNES CD-ROM systems are the current video gaming spectres shimmering off in the distance. This month the Cutting Edge puts its spin on some "other" CD-related hardware. - The Whizz

New NEC Hardware Surfaces in Japan

By The Underground Gamer

In Japan, NEC's P.C. Engine flourishes as one of the most popular video game systems around (more so than its American cousin the TurboGrafx-16 in the U.S.). But Sega's MegaDrive (precursor to the Genesis) and Nintendo's Super Famicom (Super NES) have easily muscled their way onto store shelves. Well, NEC (Japan) isn't about to give up retail real estate without a fight. We shed some light on the 32-bit P.C. Engine II last issue. Here's some more eye-opening NEC hardware in Japan. Of course, no one can say when or if American versions will ever appear.

CD-ROM Update

Sega and Nintendo are looking down the road to introduce their CD-ROM add-ons. NEC is taking the "future is now" approach.

Alright! Here's a CD option that's sure to show up in the U.S. (Please!) NEC hasn't forgotten Japanese PC. Engineers who own a CD-ROM of the 64K variety. A CD-ROM2 Super System Card 3.0 will beef-up buffer memory in existing CD machines to 256K. The cost is roughly $90. That's great news for CD software developers, who get much more breathing room for their game programming, and even better news for the CD gamers.

New Japanese CD gamers can opt for the CD-ROM2, a beefed-up version of the existing CD player. The unit packs 256K of buffer memory (compared to the 64K in the existing CD and the hefty 768K reportedly slated for the Sega Mega CD), which should significantly reduce annoying disc accesses during intense games. The sleek black unit is designed to support NEC's P.C. Engine-compatible CoreGrafx and SuperGrafx (see The Cutting Edge, GamePro, March '90) Japanese game systems.

Two-in-One Gaming

Fit a CoreGrafx and a CD-ROM2 together and what do you get? The P.C. Engine Duo. This is mainly a get-all-your-gaming-in-one-nifty-package arrangement, but there's a dynamite option if you want Duo gaming to go — the Duo Monitor. This nifty little unit also functions as a portable color TV and a camcorder monitor. It has a flip-up 5 inch color LCD (liquid crystal display) screen that folds down into a wafer thin package.

The Little Engine that Could

They say the Japanese like gadgets; the P.C. Engine GT (the TurboExpress is the U.S. version) is a good one, even though it can't interface with a CD-ROM drive or connect to a TV set. No more! The master miniaturizers at NEC have crafted a new GT that looks roughly like a CoreGrafx with a TurboPad built in and a big 4-inch color LCD screen. The unit sports external CD-ROM, TV, and controller ports.

Phillips on a Disc

By Boss Music

While the front-running hardware suppliers of the video-game world, Nintendo and Sega, have been dilly-dallying about their U.S. compact disc plans, $31 billion (sales) electronics powerhouse Philips is already out of the compact disc starting gates with a revolutionary new CD stand-alone.

High Tech Specs

Based on the "Compact Disc-Interactive" (CD-I) format, the CDI910 machine boasts a heavy-duty M68070 processor, the ability to incorporate full motion, full screen video into programs, over 16 million colors, one megabyte of internal memory, and a whopping 650 megabyte software storage capacity. It's intended as an entertainment/educational tool all-in-one, a true "multimedia" platform.

The CDI910, released in October under the Philips name and also to be available from its Magnavox division, is priced at $1,400, with CDs checking in at $20 – $60 each. A "Thumbstick" remote controls most interaction, and a mouse and keypad will be sold separately. In addition to dedicated software, the unit plays three- and five-inch audio compact discs, as well as Photo CD and CD+Graphic discs.

Phillips' CDI910.

Continued on page 18.

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ABCs of CD-I

Philips Interactive Media of America (formerly known as American Interactive Media) has announced more than fifty titles for Christmas. Many touch on "edutainment" subjects like Treasures of the Smithsonian, an informative guided museum tour, and Time-Life Photography, an instructional course in camera-operation. Youngsters can learn the alphabet and simple math in Sesame Street offerings. For all you gaming die-hards,

A visit to Sesame Street.

ABC Sports Golf.

look for titles like Escape from CyberCity, an arcade-based action offering with high-quality digital animation; ABC Sports Golf: Palm Beach Open, a realistic links simulation which features actual tape footage; and Caesars World of Gambling, a high-stakes visit to a Las Vegas casino for up to twelve players.

Nintendo in the Wings

For those of you eagerly awaiting Philips' other CD drive, the celebrated "low-cost" Super NES add-on peripheral being developed in partnership with Nintendo, don't fret; it will accept all CD-I titles when it debuts late next year. We'll keep you updated on the latest Philips/Nintendo CD software developments on The Cutting Edge.

It's a SONY

By Slasher Quan

Philips and Commodore are in U.S. stores with CD for TV products, but if portable's the name of your game, the Data Discman, available in November from Sony, is the only choice.Pocket CD. When you need on-the-go info, the Data Discman has the answers. The self-contained handheld incorporates a monochrome screen, a CD-ROM disc player, and a

The Data Discman.

26-character keyboard, all at a light weight of only 1.5 pounds. The 3.15-inch compact discs are encased in floppy disk-like shells,and can store up to 200 megabytes of information (approximately 100,000 pages of text or 32,000 graphic images).

The backlit monochrome liquid crystal display is easy-on-the-eyes at 3.5 inches and can display 10 lines of text and 30 characters per line. Graphic resolution is 256 by 200 pixels. TV monitor viewing is possible via a video output jack. A rechargeable battery supplies three hours of data retrieval. Other power sources include an AC adaptor, car battery, or "AA" batteries which last seven hours. The unit folds over for convenient storage.

Sony No Baloney

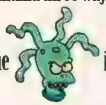
Three "Electronic Books" are packaged in the $549.95 box, including Compton's Concise Encyclopedia, Houghton Mifflin Company's Wellness Encyclopedia, and Passport Books' World Travel Translator. Twenty titles will be sold separately at the time of release for $30 to $70 each, including Frommer's Guide to America's Most-Travelled Cities, the International Wine Guide, Merriam Webster's Crossword Puzzle Dictionary, Roger Ebert's Movie Companion (reviews of thousands of home video films), and VGM's Careers Encyclopedia. Users can also "subscribe" to info packages like The Official Airlines Guide Travel Disc, updated monthly with information on flight schedules across North America.

Sony expects the Discman to be used as an information reference by travelling and desktop-based executives alike, but the appeal won't stop with professional applications. Sony Electronic Publishing plans future titles in the categories of reference, education, information, travel and leisure, sports, and entertainment. Whether or not many non-productivity titles will appear is yet to be seen, but at least one game has been announced: Adventure 101, a Bill & Ted non-bogus parody of computer role-playing fantasies. Stay tuned for more Sony Cutting Edge action.

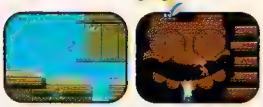
IT'S BARTMANIA

FOR YOUR NES™ AND GAME BOY®!

Gangway, man! It's Bartmania three ways for your and ! Looking for some wild ? Then help

save Springfield from the  in for your NES.™ For Simpsons™ antics on the go, join as they

fight for their lives in run by . Look for Bart as ,



Homer has his hands full vacationing at the Krusty Sphinx but maybe Bartman can save the day in "Bart vs. the World" for your NES!

and in their all-new NES™ adventure

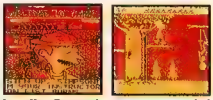
 . It's all-out mayhem around the

 from to as Burns and Smithers try to

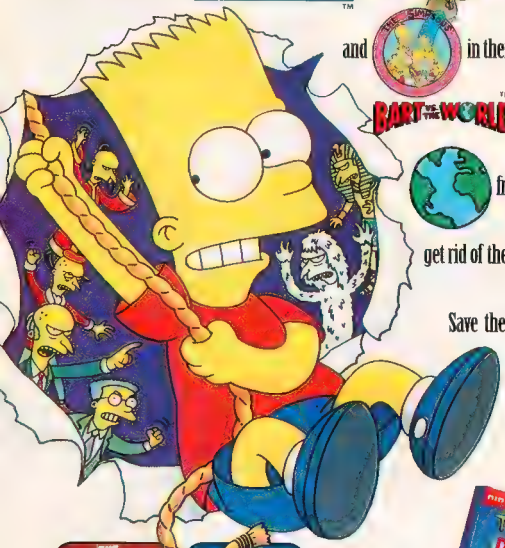
get rid of the Simpsons™ once and for all. Don't let that happen ... Save Springfield ...

Save the Simpsons™... Save the World ... Keep

KEEP BARTMANIA ALIVE!



Ironfist Burns has some special plans for his "happy campers" in "Escape from Camp Deadly" for Game Boy!



Only Bart can save Springfield from the alien invasion in "Bart vs. the Space Mutants" for your NES!

BUY THESE GAMES!

Acclaim entertainment, inc

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HOT AT THE ARCADES

By Hack 'n Slash

Steel's the alloy of the hour in the arcades this month. Steel Talons is a fantastic whirlybird flight simulator. Take some dramamine and get after the enemy. Batman has nerves of steel, but that's not all. Check out the Dark Knight's flashy bearing buster.

Steel Talons (Atari)

Steel Talons is a great combat helicopter simulator that plunges you into a virtual 360-degree polygon graphics environment. In two-player mode, you can see your partner onscreen with you!

Better be coordinated for this coin-op. Each cockpit station has a joystick for movement forward, backwards, left, and right. The stick also has a trigger to fire a 30 mm machine gun and a thumb button to unleash missiles. There's a foot rudder that controls stationary rotation, and a handle at the left side of the seat, called a collective, that controls the helicopter's altitude. The control panel has a fuel gauge, a radar screen, and zoom camera. Needless to say, your first sorties are essentially fly and die, but it's a kick to buzz through Steel Talon's aerial battlefield.

You fly 12 combat missions over a variety of terrain. Your goal is to destroy X-number of enemy targets in each mission. Jet fighters and anti-aircraft tanks are your main headaches. Every time they tag you, you feel and hear a no-foolin' "kick" in your...uhh, pants. Arcade road rats will recognize Atari's Rump-Thump technique from Road Riot. If the computer drives ya nuts, try the head-to-head scenario against your bud.

Some Steel Talons units have the optional "Real Helicopter Flight," which mimics the performance features and controls of the Army's Blackhawk S-67 helicopter.

No contest – Steel Talons is an awesome two-player coin-op! Best get on it!

PROTIP: Missiles can't overtake jets. If you're flying solo, get them head on.

PROTIP: Use the 30mm gun on unarmed stationary targets to save missiles.

PROTIP: Two-player games mean two against the computer. Talk to each to trap jets and shoot them down.

Batman (Data East)

Everyone on the streets knows Batman might show up anywhere, anytime. Now he's in a hot pinball machine that features the '90's edition of the Caped Crusader a' la the movie.

Before you spring into action, take a second to check out the scenes on the board. This pinball's laid out with gorgeous comic-style graphics from the movie. Bat-architecture also graces the ramps, the chutes, and the skill shots.

Shoot a ball up the Bat Cave Ramp and you might score a cool million. Sink the Axis Chemical Factory Skill Shot to open up the Flugelheim Museum, free Vicky Vale, and fire-up screaming multi-ball action. When you get your flipper-to-eye coordination down take a crack at the Joker; a steelie in his eyes or his mouth nets you the last laugh and mucho points.

Bat-score? Check out the smooth dot matrix display. Four grades of shading help flash some cool animation as well as your points.

Keep an eye out for the Bat Signal in your arcade!

PROTIP: Before you release a ball, watch the digital scoreboard for arrows that point to the holes in the Axis Chemical Factory Skill Shot. Try to sink balls in them.

PROTIP: Sink balls into the Joker's eyes in a left-right-left combination for two mill.

A Double Dragon Explosion! For your NES and Game Boy.

The intense street fighting action of the Double Dragons now comes in 3 block-buster games for your NES™ and Game Boy™!

In the all-new Double Dragon II for Game Boy, Billy Lee has been framed for a crime he didn't commit. Battling side by side with his brother Jimmy, they must take on the lethal Scorpion gang to prove his innocence.

The Double Dragon martial arts legend continues to grow in Double Dragon II and Double Dragon III for your NES. Based on the arcade smash hits, these games deliver the most incredible street fighting moves and weapons available to video gamers. a true nonstop Double Dragon explosion!

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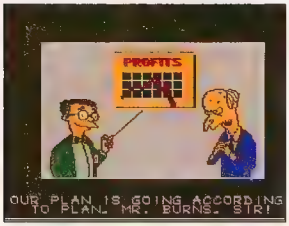
NINTENDO PRO REVIEW

By Slasher Quan

It's a quiet, rainy afternoon in Springfield and Bart, Lisa, and Maggie are watching "Itchy and Scratchy" reruns. During a break, Krusty the Clown announces the results of the first annual Montgomery Burns artwork contest. And the lucky grand-prize winner of a worldwide treasure-chasing trip for his entire family is (drumroll)...Bart Simpson! Look out world, here come the Simpsons!

He's in Deep, Deep Trouble, Man

Aye carumba, there's gotta' be a catch! There is. Unbeknownst to the Bartmeister, crafty ol' Monty set up the bogus contest, so he could finally give screwball-employee-of-the-decade Homer a permanent vacation. Now America's favorite orange-hued family is about to embark on a hazard-packed sightseeing expedition through four countries. To make it 'round the world safely they'll have to evade tourist traps, grab Krusty collectibles, and defeat Monty's henchmen.



Monty plays a bogus trick on the Simpsons.

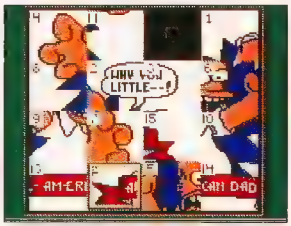
Doin' the Bartman

Bart has a blast searching for cheap Krusty toys scattered throughout each country's vertically and horizontally scrolling attractions. Hidden in some areas are more valuable Krusty collectibles, which Bart's fellow Simpsons help him locate. If he finds all nine, Bart gets a special ending (we won't give it away, but let's just say Burns and sniveling yes-man Smithers get their just desserts).

In addition to regular Krusty junk (fifteen pieces = one free life), Bart collects other special items such as diamonds for extra lives and Jebediah's and Bart's favorite refreshing Kwik-E-Mart drinks, Grape Squishees. If you just gotta' "do the Bartman," grab the cape-plus-suit power-up and fly free as a grade-schooler for a few seconds.

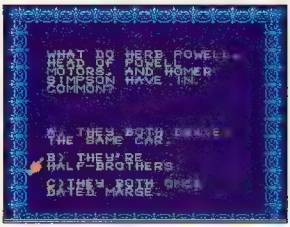
PROTIP: Leap from the top of the Chinese ship's second sail and hold down Left on your control pad. Near the edge of the screen is the Bartman cape. Fly straight up for big-time points and free Barts.

The map screen enables you to take a breather from the regular adventure mode and play special bonus games, such as a slot machine, a memory-match game with cards depicting Springfield residents, and a sliding-tile puzzle portrait. If you're a true Simpson's buff, try your hand at the trivia bonus game with tidbits like "Why did Marge start a crusade against cartoon violence?" (Answer: Because Maggie hit Homer on the head with a mallet.)



"Why you little...." Solve the picture to figure out what it really says!

PROTIP: There's no cost to play a bonus game, so plug away until you win the prize.


WHAT DO HERB POWELL, HEAD OF POWELL MOTORS, AND HOMER SIMPSON HAVE IN COMMON?
A) THEY BOTH DRIVE THE SAME CAR.
B) THEY'RE HALF-BROTHERS.
C) THEY BOTH ONCE DATED MARGE.

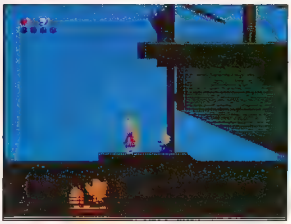
Check out just how much you really know about America's most notorious family.

PROTIP: Match three Ottos in the slot machines for a maximum Krusty score.

Montys Round the World

Burns contacted his evil distant relatives to deep-six the Simpsons, but Bart figures if he can thwart an invasion of Space Mutants from trashing Springfield, the Burns bunch should be no problem. However, he has to reach them and feed them first, easier said than done. And away we go!

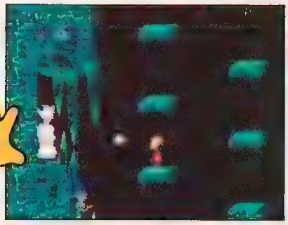
First stop: China. Bart rambles around an ancient, sea-faring ship in search of goodies. Then he puts his skateboarding skills to the test in a dare-devil's thrill ride down the Great Wall of China.



PROTIP: Walk left on the boat until you reach the edge, then fall off while holding down Right on your control pad. You'll land near Maggie and her Krusty Collectible Model Ship.

PROTIP: Touch Lisa on the Great Wall and the Krusty Collectible Statue will appear later in the level.

The Simpsons: Bart vs. The World



PROTIP: Swat Marge's baseballs at the Krusty Collectible Snowman, then chase it down when it falls through the floor.

PROTIP: Jump on the Ice River floes to gain momentum.

PROTIP: Fling firecrackers at the igloo to uncover the Krusty Collectible Ice Cube.

PROTIP: Hop on Abominable Snow Burns' head five times for victory.

If Bart doesn't catch frostbite in the arctic circle, he'll definitely sweat the sun in Egypt's dry heat. A cursed pyramid, a storm-ridden desert, and the Sphinx await him there, all inhabited by poisonous snakes, sting-ready scorpions, and other malicious sand-slithering creatures.

PROTIP: Listen to Lisa's blues inside the Pyramid and she'll fork over the Krusty Collectible Mummy.

PROTIP: Look for the desert level's Krusty Collectible Sand Sculpture in the giant pit's first opening on the right.

PROTIP: Save Homer from a long fall by stomping on his fingers and knocking him into the Sphinx's mouth. He'll reward you with the Krusty Collectible Mini-Sphinx.

PROTIP: To unravel Ramses-Burns, grab the magic carpet's loose thread and pull.

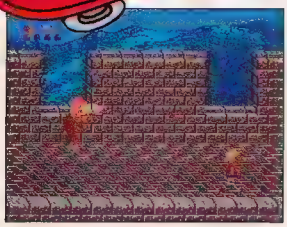
Final destination is the entertainment capital of the universe – Hollywood, California. Bart takes a leading role on several pre-production movie sets, including a pirate flick and a horror picture. But our star-struck adolescent must contend with insane actors, animals-gone-berserk, and jealous prime-time wannabees.

PROTIP: Find Maggie at the tip-top of the pirate ship's second sail and she'll unfurl the Krusty Collectible Jolly Roger Flag.

PROTIP: Drop down the first open grave on the fright-night movie set to discover a secret passage.

PROTIP: Homer has the Collectible Krusty-stein Monster on Soundstage 2 – just give him a nudge.

PROTIP: Launch firecrackers at Eric-von Burns when he lowers his boom.



PROTIP: Toss your firecrackers at Fu Manchu-Burns when he closes his fan.

Next Bart freezes his fanny at the North Pole. The Ice Cave is a maze of stalactites, icicles, and directionless corridors. Then Bart must negotiate a partially frozen swiftly-flowing river.

PROTIP: Bounce off the Ice Cave bubbles when they're fully formed.

Best (and Worst) of Bart

Bart II's graphics and sounds are similar to his Space Mutants title. His silly swagger remains, but so do the blocky background and foreground visuals. The theme music and sound effects are O.K. – only the smart-alec digitized voices are missing. Play control is identical to the Space Mutants title, easy to learn though sometimes inaccurate. Finally, the lack of a continue feature or a difficulty select screen makes him repetitive and probably too tough for the younger set.

While Acclaim's latest Nintendo episode doesn't afford the scathing satire of the television show, it contains a lot of crowd-pleasing, true-to-TV Simpsons window dressing (like the trivia contest) and solid hop-a-lot action. After running him through the rigors of a zany-but-strenuous Nintendo workout, the conclusion of this review became obvious: If ya' loved Bart in the Space Mutants you're gonna' like him in Bart vs. the World. Despite a few shortcomings here and there, Bart's new cart is a world-beater!

The Simpsons: Bart Vs. the World
by Acclaim, $47.95
Available November

By Charlie T. Aslan

Living here in the good ol' USA, you can count on a lot of things. You can bet that each new TV season will arrive with plenty of trumpeting and fanfare, and very little else. You can count on a successful action movie having a slew of sequels (Rambo 18 anyone?).

In the video game world, as each new Christmas season approaches, you can look for the latest installment of further adventures of Capcom's titanium wonder, Mega Man, in your toy store. It's just like clockwork!

The Robotic Cold War

A mad doctor has a nefarious plan for world domination – but before you say "Oh, Dr. Wiley's at it again," hold your tongue! Evil has a new name – and it's Dr. Cossack!

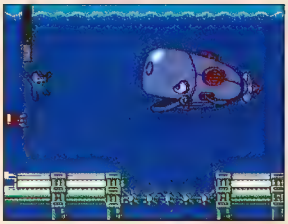
You see, Dr. Cossack has a bruised ego. Cossack has been designing all these robots for years and years, yet no one pays much attention to him. Dr. Light is hailed as the world's greatest robot designer – after all, he did design our hero, Mega Man. Meanwhile, Dr. Cossack sits in his Siberian citadel and fumes.

Dr. Cossack's Citadel

Finally, Cossack's brain boils over – he sends eight of his most powerful robots to destroy Mega Man. Toad Man, Bright Man, Dust Man, Ring Man, Drill Man, Dive Man, Skull Man, and Pharaoh Man are the robot masters you have to deal with this go around – and there isn't a weenie amongst them!

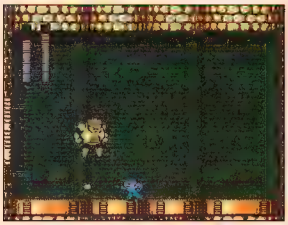
Who's the Boss?

In addition to the brand new robot rogue's gallery, Mega Man 4 features some villains from earlier Mega Man carts, such as the Torpedo Fish (that show up on the Toad Man and Dive Man levels), Meteors (the little guys with the hard hats – that show up almost everywhere), and Batteries (those green metal things that shoot big red balls). But don't get me wrong – this ain't just a rehash, there's lots of new, original foes such as the monster-size robo-hippos and the gigantic missile-whales.

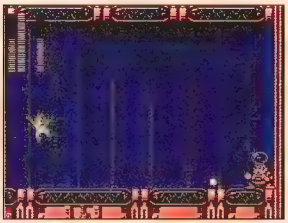


Huge foes – such as the Missile-Whale, are ready to have MM for lunch!

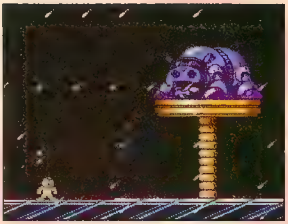
PROTIP: Hop through Toad Man's lair first. It's the easiest place to start and beating Toad Man nets you the Rain Flush and a Rush Marine Adaptor.



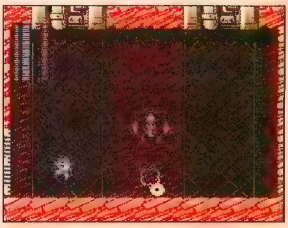
PROTIP: To defeat Toad Man, stay close to him so he can't use his Rain Flush. Blast him with your Mega Buster and move right and left to avoid having him land on you.



PROTIP: When battling Bright Man, try to get frozen in mid-air or move farther away when he's about to use his "Freeze Flash." That way, most of his shots will miss you and he won't be able to jump on you.



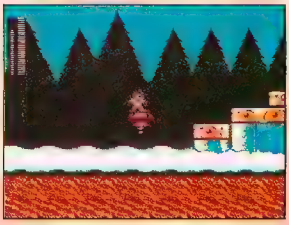
PROTIP: In Ring Man's world, use the Rain Flush to easily defeat the giant robot hippos.



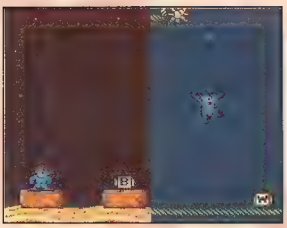
PROTIP: The best way to defeat Drill Man is to blast him with the Dive Missiles when he surfaces. When he burrows underground, keep jumping and moving from left to right and back to decrease the chance of him burrowing up under you.

More Tricks Up Your Sleeves

Another new element in Mega Man 4 is the helpful devices you can find. Previously, you only got new weapons and devices by defeating a super baddie. But two new devices – the Wire Adaptor, which enables Mega Man to fire a wire up to a ledge or ceiling and haul his can up, and the Balloon Adaptor, which creates a small floating platform Mega Man can stand on – are hidden within the game. You won't have to beat any one to get these devices, but it's possible to miss them!



New toys – the Balloon Adaptor and the Wire Adaptor, can be had if you search carefully.

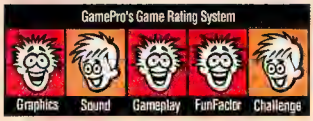


PROTIP: You'll find the Balloon Adaptor on the Pharaoh Man level; the Wire Adaptor is on the Dive Man level.

PROTIP: Every Mega Man game has a spot or two where it's easy to get weapon capsules and energy pellets. In Mega Man 4, the Skulls provide the easiest way to full power-up.

Nuts and Bolts

The Mega Man carts form a classic NES series, and NESers have grown accustomed to their challenge and style. If you like one of these games, you probably like them all. Mega Man 4 continues the tradition – crazed robot baddies, good character graphics, great background art, and warped, mechanical music. When you have a good game, why make radical changes? Capcom sticks to the blueprints in Mega Man 4 – guaranteeing happiness for Mega Man fans everywhere.



Mega Man 4 by Capcom
Price not available
Available January '92

MEGA MAN 4

By Earth Angel

Batman: Return of the Joker by Sunsoft puts the Dark Knight back on the streets in yet another battle against his arch-nemesis the Joker. Sure the plot line sounds familiar, but this Bat-adventure is loaded with enough surprises to challenge even the most seasoned Caped Crusaders.

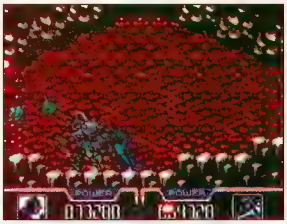
Dejà Vu

Fans of the Batman comic book will find this game closely mimics the look and feel of the classic strip that made the Dark Knight a legend in his own time. Sunsoft called upon the same team of programmers that created the original NES Batman to create the sequel. The crew kept some of the best features of the original cart but also added some exciting new twists.

Batman himself is about four times as big as he is in the original adventure, and his moves, whether he's crouching, taking a quick glance over his shoulder,

or sliding along the ground, are all new. Gorgeous graphics made possible via 3 megs of memory and the SUN5 chip – Sunsoft's custom MMC5 chip – are about as close to 16-bit as the NES is gonna' get!

This one player cart features seven stages of vertically and horizontally scrolling walking, jumping, and flying action. Each stage has two sub-stages, and a third sub-stage where Batman fights a boss or one of the Joker's sinister mechanical machines. The boss battles have a great comic book feel with an unusual system of point-countdown power meters for the boss and Batman.

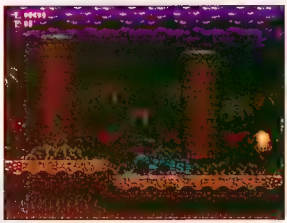


PROTIP: Beat Stage 3-3's boss by always jumping behind him when he's about to fire his gun. It's a little cowardly but blast away from behind!

Batman's "Wonderful Toys"

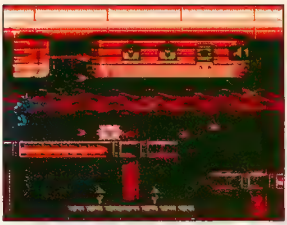
Batman's task is pretty straight-forward – battle his way through each stage and survive to defeat the Joker. The Caped Crusader has a Life Meter and takes hits from dangerous obstacles or enemies. There's no way to recharge his Meter.

The Dark Knight has an entirely different Bat-Combat system that's a combo of some slick new moves and the different kinds of ammo he can fire out of his Wrist Projector. Each of the four different kinds of shots (Cross Bow, Batarang, Sonic Neutralizer, and Shield Star) have different strengths and weaknesses. Batman can change his ammunition frequently by blasting crates that carry Wrist Projector Ammunition icons. The crafty Caped Crusader will quickly learn which ammunition works best where.



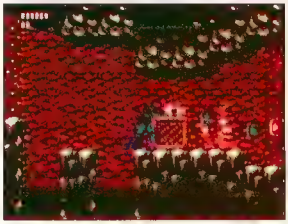
PROTIP: Shoot the ammunition icons repeatedly to get them to change to the different types of ammo.

PROTIP: The Shield Star is the least useful ammo because its firepower is the least overrated.

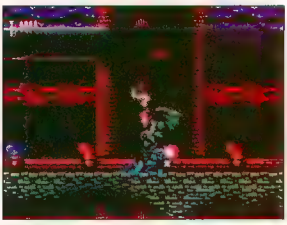


PROTIP: Use the Sonic Neutralizer during Stage 1-2. It enables you to clear a path far in front of you while you hang back behind the deadly Zeppelin bomb blasts.

Batman can also supercharge each of the four different kinds of shots to make them extra powerful. Just lean on Button B for a while and then get ready for some special effects. Sometimes when Batman nails an enemy an energy capsule appears. If Batman can grab eight energy capsules he gets the ultimate weapon – invincibility for a few seconds along with a deadly trail of Sonic Neutralizer fire that blows everything and everyone to bits.



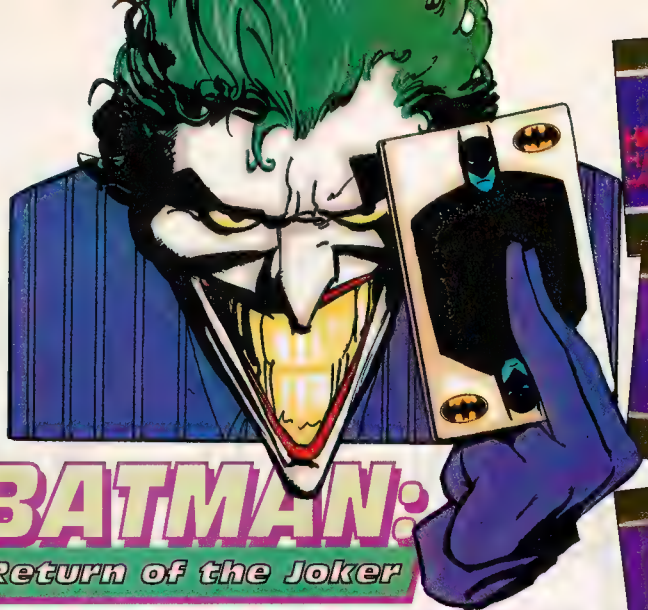
PROTIP: To defeat the Joker's knife-throwing crony in Stage 3-2, just hop across the gap and stand behind the crate. Now power-up the Sonic Neutralizer weapon and take him out risk-free!



PROTIP: Destroy the statues in Stage 1-1 by sliding up to their base and using a super-powered blast to blow them to smithereens.

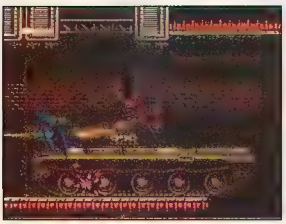
The Caped Crusader's smart enough to know he's got to rely on more than just firepower. He can't climb walls in this

BATMAN: Return of the Joker



sequel, but he can crouch, jump, and do a Slide Attack move that helps him out of all kinds of tight spots.

PROTIP: When you reach this area of Stage 3-2, creep under the deadly spikes with a little help from Batman's slide attack.



PROTIP: If you don't have a strong weapon when you reach Stage 6-2 try to jump to the left of the screen and stay ahead of the mad bomber. Just jump over the spiked balls as they fall. Of course, you'll never beat the Joker in Stage 6-3 if you don't have a strong weapon!

The Dark Knight Returns

More often than not sequels to classic games just don't stand up to the original. Fortunately, top of the line graphics bring Batman: Return of the Joker to life as an original saga whose smokin' guns deliver different (and in some places more) bang for the buck. And the theme music's as cool as the rest of the cart. We've got just one complaint. Why give the game endless continues and a password system? The crime-fighting here is fairly tough, but it would be a lot tougher if you weren't able to begin again and again at the same spot. Aspiring Dark Knights will find this cart definitely isn't as challenging as the original because of the password system, but don't let that hold you back. This is still one of the best NES carts of the year. And that's no joke!

***Batman: Return of the Joker* by Sunsoft, $49.95**
Available December, 3 megs + MMC5

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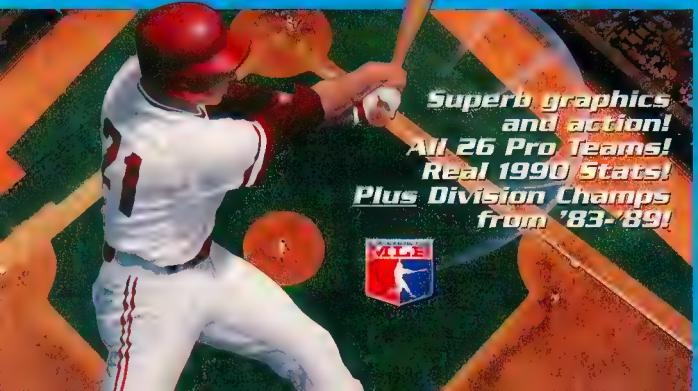

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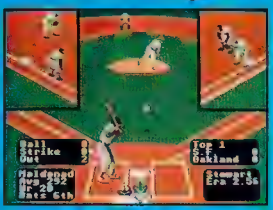

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Wizardry

By Slasher Quan

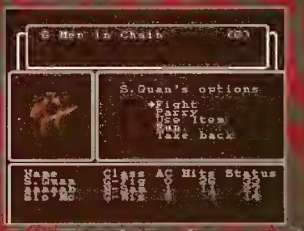
My evil wizard underlord gurus couldn't have picked a better time to quest for an 8-bit fantasy cart. ASCII Entertainment Software just pulled the cork on Wizardry II, the sequel to the text-heavy computer title that started the electronic role-playing craze way back in 1979.

Wizard's Duel

The City of Llylgamyn once enjoyed generations of peace and prosperity, thanks to the staff of Gnilloc, which protected the people from catastrophe. No longer! Treachery from within (in the form of the wicked sorcerer Davalpus) proved to be the royal family's downfall. Prince Alavik, bearing the arms of the fabled Knight of Diamonds (K.O.D.), fought bravely to save his countrymen, but to no avail. After the dust settled, all that remained of the two combatants was a massive crater, crawling with goons galore! Once again, the Mayor's looking for a few good men, this time to recover the staff before Llylgamyn is plunged into darkness forever.

Party On

You command a "party" of six rough and tumble brawlers, but each has his own profession and appropriate skills. The Fighter is best for bashing heads, but on your Thief for tricky trap disarming. The Mage has the power to roast (or freeze) monsters alive, while the Cleric is gifted with the healing touch. After many death-defying dungeon romps, you can promote these characters to elite classes such as a Samurai, Lord, Ninja, or Wizard.



Classic RPG style fighting, a Status screen and a static screen.

***PROTIP:** When first creating your characters be stingy and don't accept any bonus score lower than a 15. It may take a while till the game arbitrarily bestows you with such a high mark, but it's well worth the wait.*

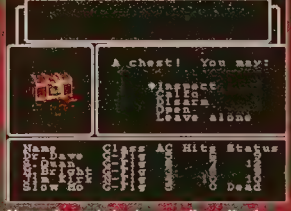
***PROTIP:** Your best bet for quick level advancements is the "Murphy's Ghost Stomp." Look for ol' Murph in a tiny room that's 19 squares north and three squares east of the Level One stairs.*

There's more to character management than meets the eye because as you balance out your team's abilities, you must also allow for each character's moral alignment (Good, Neutral, and Evil). Good and Evil fellows don't get along, so a Lord and a Ninja, for example, can never journey together (normally, that is).

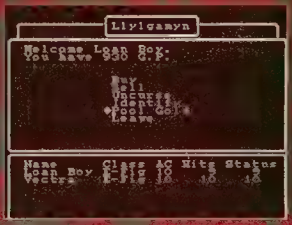
***PROTIP:** If you meet a group of friendly monsters, Good characters must avoid conflict and Evil adventurers must initiate a melee or alignment shifts could occur. Use this knowledge to bend the rules to your favor! For example, if your Evil Ninja wants to hook up with your Good-aligned party, have him change his philosophy by not fighting friendly creatures. With this "Good Ninja" (or "Evil Lord") loophole, you can eventually form the ultimate fighting machine: a Lord, a Samurai, a Ninja, a Cleric, a Mage, and a Wizard.*

Swords Aren't Cheap

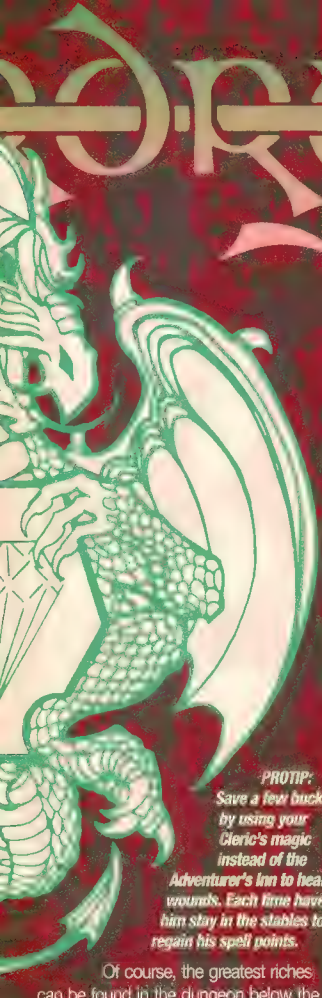
A quick trip to Boltac's Trading Post should be first on your list of things to do. You begin with just a few gold pieces, so initial purchases may be limited to a rusted butter knife and a trash can lid (but see ProTips for a great get-rich-quick scheme). Once a degree of wheats is attained, snatching up a few Scrolls, Potions, and Staffs would be highly advisable. You'll also need cash to pay for restoration at the Adventurer's Inn and to purchase specialized healing (such as Paralysis Cures) at The Temple of Cant.



Always inspect chests, sometimes they're booby-trapped.



***PROTIP:** It's an oldie but goodie gold-gathering trick: Create a character, clean out his starting funds into your party's coffer, delete him, and do it again.*



PROTIP: Save a few bucks by using your Cleric's magic instead of the Adventurer's Inn to heal wounds. Each time have him stay in the stables to regain his spell points.

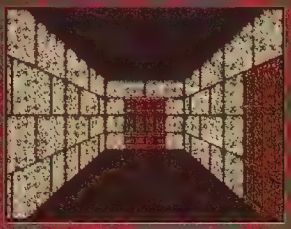
Of course, the greatest riches can be found in the dungeon below the city. The most treasured rewards of all: components of the Knight of Diamond's Armor. Once you assemble the complete outfit, one of your characters can become KOD and seek out the staff of Gnilda.

PROTIP: Some enchanted weapons can be used in combat to cast spells – experiment!

PROTIP: Secret doors appear and disappear randomly. Press Button A to bash them open.

Twisted Turns

The maze is six levels of cone-chilling mirrors, traps, pits, and teleporters. I should be familiar territory for battle-



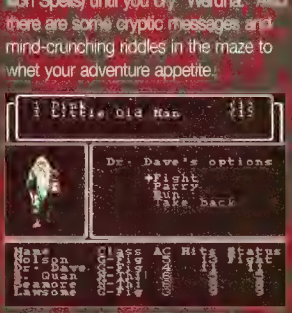
You spend mucho time in the Maze looking at scenes like this.

...earned Wizardry I masters, but newcomers may have trouble getting used to the 3-D, map-as-you-go system. A guide book is available from ASCII for frustrated cartographers.

PROTIP: If disaster strikes, push Reset and you'll warp back in time to your last campsite.

Magic Fizzle?

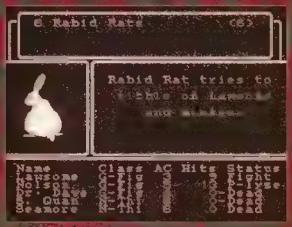
As far as true role-playing value goes, Wizardry II comes through with flying colors in some areas, but falls short of the mark in others. The quest is cool enough, and to make matters more interesting, a KOD's equipment may not immediately acquiesce to your wishes – for example, the Gauntlets cast Tiltowaits (Atomic Fusion Spells) until you cry "Werdna." Also, there are some cryptic messages and mind-crunching riddles in the maze to whet your adventure appetite.



Don't take the Little Old Man lightly!

On the flip side, Wizardry II's plot has about as much depth as a Road Runner/Wile E. Coyote story. You learn very little about the semi-intriguing township of Llylgamyn, and none of the inhabitants seem to be in a talkative mood. In fact, there's no sign of them anywhere in the game.

One problem with the original Wiz remains uncorrected in the return title: the graphics and music are flat-out dull. Instead of animated combat sequences

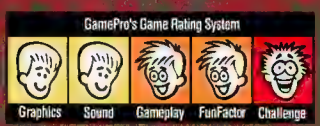


Rabid Rats – get it?

you just see a still picture of your adversary. The tunes, too, get repetitive after a few hundred hours in the depths of the labyrinth (and, believe me, that's how long it'll take you to complete this sucker without the hint book).

Dungeon Crawler's Delight

If maze busting's your thing, Wizardry II: The Knight of Diamonds is heaven below Earth. But don't think Llylgamyn's safe just yet because rumors are already flying that more sequels will surface for the NES and the Super NES. Maybe by the time Wizardry goes 16-bit, the graphic interface will be upgraded to include eye-pleasing visuals as well as entrancing RPG play. Until then, take a dose of Wizardry II and call ASCII in the morning (if you're stuck).



Wizardry II by ASCII Entertainment Software
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By The Spam Weasel

When I saw the ad for "Time Patroller" in last Sunday's "Help Wanted" section, I really thought they were looking for something like a hall monitor. You know, the guy that makes sure everyone who's wandering around during class time has a pass? I was wrong.

So here I am, Time Patroller-in-training Weasel, at the Acme Detective Agency behind the wheel of the Chronoskimmer 325i, the finest time machine in the galaxy. This bad boy can cook back and forth through 1500 years of history and materialize in 42 different geographical locations!

The Federal Time Travel Commission has authorized me to use 34 hours of the Chronoskimmer's time to track down a heinous criminal, one of the 11 members of the sinister Villain's International League of Evil (V.I.L.E.). This guy ran off with the manuscript for the classic, "Huckleberry Finn," from the U.S.A. circa 1884.

If I want this job, I'd better bring this bum back within the alotted time – or it's back to scanning the Want Ads.

It's in the Book

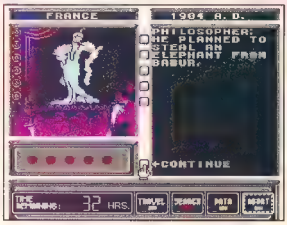
Acme's a professional agency, so they didn't send me off unprepared. Every Time Patroller trainee gets their own copy of the latest edition of the New American Desk Encyclopedia – invaluable for referencing historical names and events. I'm sure experienced time sleuths wing it without the book, but being a rookie, I wasn't going to let it out of my sight!

The Land That Time Remembered

The best place to start an investigation is always the scene of the crime, so I was off to the 19th Century U.S. of A. (I didn't need the book to figure out that one. I may not have paid much attention in history, but I'm not TOTALLY stupid).

When I got there, I found no trace of the Huck Finn book, but there were a few bystanders milling about. I pulled aside a gardener working near the scene.

"You see anybody suspicious around here during the last couple hours..."



"Nope."

"Perhaps a guy..."

"Nope."

"...with a book?" I pressed a sawbuck into the gardener's grubby palm.

"What's this supposed to be?" he exclaimed, obviously confused by the modern twenty.

"It's money," I tried to explain.

"Not 'round these parts...but tell you what, you help me weed the Greenes' garden here, and I'll tell you what I know."

I grabbed the fellow by the collar and snarled in my best Sam Spade, "I don't have time to root around a friggin' garden with you – I'm trying to catch a thief!"

The gardener broke down, "I saw your man – he said he wanted to talk dollars and cents with Thomas Gresham!"

As the last syllable of Gresham's name left the gardener's lips, I was already in the Chronoskimmer. Thomas Gresham was Queen Elizabeth I's financial advisor. I was off to 16th Century England.

Time After Time

England 1533 A.D. As the Chronoskimmer rumbled to a halt, the stench of evil immediately assaulted my nose! A V.I.L.E. henchman (the scum that assists the time bandits) was near by.

Sure enough! The rogue slinked around a corner just as I closed the door of the Chronoskimmer. The trail was hot!

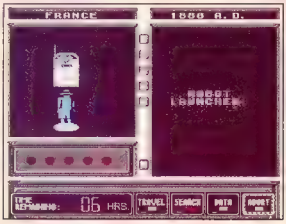
An informant (the Acme Detective Agency has a network of informants in every time period – I told you they were pro's) was on the scene with some helpful information.

"Your suspect loves the work of a famous Mexican muralist."

Carmen Sandiego?

Checking my V.I.L.E. data file, I scanned their likes and dislikes: Vincent Van Gogh, Mary Cassatt, Edgar Degas, Jose Orozco...one of these dudes is a Mexican muralist, and I think I know which one!

A witness also had some valuable info for me (and I didn't even have to force it out of him). According to this philosopher guy, the suspect planned to solve the mystery of the disappearing Mayas – as in the Indian tribe that existed from in 300 – 900 A.D. in parts of Mexico and Central America. Time to hit the Chronoskimmer!



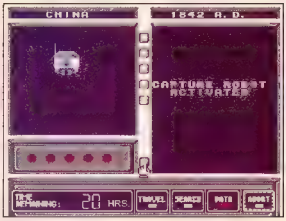
The Land That Time Forgot

Another V.I.L.E. henchman ran off just as I arrived "south of the border"- I must be getting close! My area informant confirmed my suspicions.

"Your suspect was here. He said he was going to stow away on Abel Tasman's ship. Oh yeah, and he had mousey brown hair."

I quickly consulted my data file's suspect dossiers. Let's see, "Rudy Lepay – ex-Parisian cab driver. Brown hair (Check!) and gray eyes, brags about a big tip he received from a famous Mexican muralist (Double check!!). Lepay must be my man!

I entered the info into the crime computer and had a warrant issued for the arrest of one Rudy Lepay. I also activated the capture robot in case the fiend turned up here in Mexico.



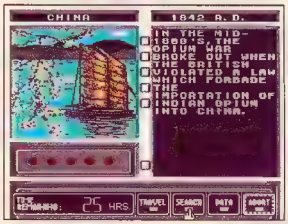
According to the encyclopedia "Abel Tasman" discovered Tasmania and New Zealand while working for the Dutch East India Company in 1642. My next destination was clear – 17th Century Holland!

To Catch A Thief

Only 15 hours left to use the Chronoskimmer – better boogie! The ship's sensors are detecting the presence of ominous events here in 1642 Holland. Just as I consulted with my area informant, the computer sounded the alarm – the villainous Rudy Lepay has been located!!!

I launched the capture robot and quickly had Lepay wrapped up and ready to ship UPS. Now I just had to make sure I had the right crook. The problem with time sleuthing is that the bandits have a lot of similarities – that is, they're all scum, they like to steal famous landmarks and items of historical significance, etc. – so you must always check back with headquarters to make sure you have the right crook. I did.

"Next time you want Huck Finn, Lepay," I crowed, "get a library card." As they say at Acme, this case is history.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When I returned to headquarters, the Chief was waiting. I got the job.

I was moved...touched...hungry!!! Hmmm...I wonder where I should take my lunch break, 17th Century France for some Escargot, perhaps 500 A.D. China for some dim sum...the possibilities are endless.

Where in Time Is Carmen Sandiego?
By Konami, $59.95
Available now

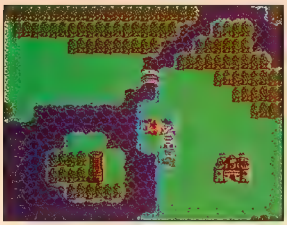
By Slasher Quan

Dragon Warrior III

What's next for Erdrick's descendants, the Dragon Warriors? Before their legend continues, it has to begin! That's right, Dragon Warrior III by Enix takes a trip back to the past for the birth of one of the greatest lizard-whomping sagas ever.

Dragon Warrior's Destiny

The king of Aliahan explains how your dad Ortega disappeared down a crater in battle with Baramos, a big beastie of the dragon variety. But what's worse, Baramos' buddies have been spotted crawling around the countryside. World domination could come any day! Fatherless and afraid, you set out on a crusade for revenge.



The main map scrolls over the Dragon Warrior kingdom.

So you've got motivation. Now you need some friends. Your first step is to recruit three pals for your adventuring party. Take your pick from a Soldier, a Fighter, a Wizard, a Pilgrim, a Merchant, or a Goof-off. By balancing your team's fighting skills, defense, healing, magic, and luck, you're primed for the trials and terrors to come. Later, you can custom-tailor characters to beat certain obstacles.

PROTIP: For a solid start, bring along Soldier, Hero (that's you), Pilgrim, and Wizard in that marching order. Later in the journey, however, you'll need to return to Aliahan and create some specialty characters.

PROTIP: Leap off the tightropes in the Tower of Garuna to find the Book of Satori. Use the book to convert one of your warrior-types into a Sage. As a Sage he'll gain magic talents in addition to his brawling abilities.

Build Character

Okay, so you've assembled your band of hearty souls and brave explorers. Unfortunately the catch, as in all RPG's, is that the whole lot start off as weaklings; crank up their levels, hit points, and skills as quickly as possible.

After you've built up your troop's "manliness," amassed gold, and bought essential weapons and armor, you're ready to wander the world in search of fame, fortune, and big green monsters with lots of teeth. Once in battle, you'll discover that the menu-driven fighting sequences, reminiscent of DW I&II, are uncomplicated and easy to use.

Chat with other characters, always.

There's more going on in the classic RPG fight screens than meets the eye.

PROTIP: Invest in a generous supply of Antidote Herbs and Medicinal Herbs in case you bump into more trouble than you can handle.

PROTIP: If your band runs low on health, don't waste money at the inn – just snooze at your home in Aliahan!

PROTIP: To earn lots of experience points early on, take several trips to the Cave on Promontory (southwest of Aliahan) and fight Horned Rabbits and Anteaters.

PROTIP: An old man at the top of the Tower of Najima has Bakor's key. You can reach him via the forest pathway south of Reeve.

PROTIP: Someone in Reeve has the Magic Ball you need to enter the Cave of Enticement. Use the Thieves' Key to unlock his door.

Inns recharge your health – for a price.

Decade of the Dragon

Mysteries, locations, and items abound in Dragon Warrior III. It's a longer, more complex game than its forerunners with lots of fresh features, such as Travel Doors, which zap you across time and space to new worlds. The overhead scrolling graphics, sound, and music make the cut, but don't break the mold. All in all, Dragon Warrior III does a great Ultima impression, as did the earlier games in the series. Don't hesitate to get your sword polished and your shield buffed, and then help Erdrick and company look for some new blood.

Dragon Warrior III by Enix
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Dragon Warrior III

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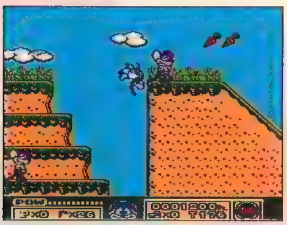
By The Missing Link

While Buster Bunny was hopping off with first prize from Acme Looniversity's annual animation festival, somebody else was bustin' a move on his best friend, Babs Bunny. The campus shakedown began when a fellow film contestant, Montana Max came down with a severe case of the "grumps" when Buster hooked first prize. Monty figured the quickest way to get rid of the sour taste of loss was sweet revenge. He nabbed Babs, the fairest hare on campus, and took her to his not-so-humble abode. Yo! Takin' a bunny just isn't funny. This fair hare must be rescued, at once!

Fine Tooned

If variety is truly the spice of life, then Tiny Toon Adventures by Konami is video-land livin'. Reaching Monty's digs is no wimpy trek; there are 24 areas of play. What keeps the action fresh is a feature which enables you to "swap" Toons. You begin gameplay with Buster at the wheel, however, you can select one of three other Toons – Plucky Duck, Dizzy Devil, and Furball – to take along as a partner.

Each Toon is a different creature with different talents: Plucky can fly, Fuzzball climbs vertical surfaces, and Dizzy launches into mean wall-busting Tasmanian-twirls. You can't call upon your partner at will, however. You can only make the switch by capturing power spheres which, of course, are strategically placed throughout the game. Chances are you won't come across spheres at the most opportune moments, nevertheless, it keeps things challenging.

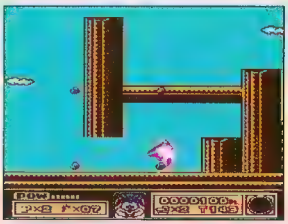


PROTIP: Take Fuzzball as your partner when you begin the journey.

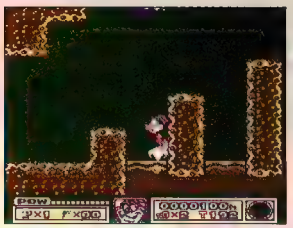
PROTIP: Smacking Captain Claw on the head isn't difficult. It's the barrels he launches at you which are lethal. Steer clear.

Crank Up the Toons

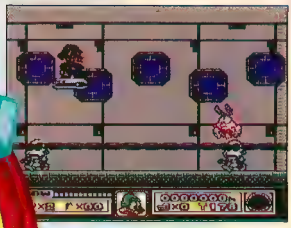
It's tough to avoid using that tired phrase "Mario-style" to describe Tiny Toon Adventures. It's packed with a fair share of old familiar obstacles, including the ever frustrating floating platforms, sand pits, and shell-shooting crab creatures. But, hey, there's nothing wrong with tried and true methods, and T-Toon Adventures is definitely a kick to play. It stands firmly on it's own furry feet both from the first rate animation to the multi-character gameplay.



PROTIP: Bring Dizzy along as your partner for Level 13. You need his twirling talents to break through solid pieces of wood which block your path.



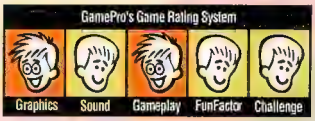
PROTIP: If you fall in the brown goo in Level 15, swim back towards the left (stay as close to the surface as possible) until you reach the lowest platform. If you work at it, you can jump out of the goo onto the platform and try again.



Buster busts a move on Monty.

Turn On and Toon Out

The popularity of the Tiny Toons amidst the kiddie-set alone is enough to assure this game a place on somebody's Christmas wish list. ™ Strip away that popularity, however, and you've still got a solid game with decent challenge. Konami's given the Toons' graphics their 8-bit best, and although Toon tunes harken back to some of the earliest NES titles, they make you wish for a mute button. Take a tip from a the Missing Link – a guy who's been around for a few million years – Tiny Toon Adventures is a cart worth taking back to your cave.



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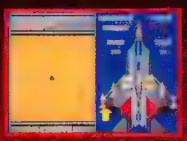

Sidewinders, Mavericks, TOW anti-tank missiles - the F-22 packs a lethal payload.

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F-22 Interceptor-Advanced Tactical Fighter by Ned Lerner and Gene Kusmiak.

SEGA GENESIS

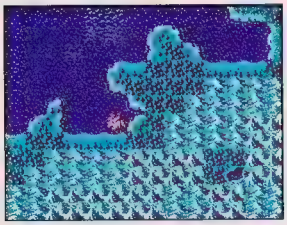
Uncharted Waters

By Slasher Quan

In days of yore, when the world was young and the explorers brave, Christopher Columbus set sail from Portugal to prove that the world was round. He never reached India, but instead he landed somewhere even greater, the Americas we live in today. Uncharted Waters by Koei takes you back to the 16th century, just after Columbus' historic voyage, for a chance to relive the great nautical achievements of European sailors.

Salt Water in Your Veins

As a young but fearless Portuguese navigator, you must restore your family's honor after your father died a tragic waterlogged death. To earn fame, fortune, and nobility, you must build up your fleet from a lone leaky craft to a proud procession of stalwart ships. You can risk buying



Stock up on food and water for winter voyages.

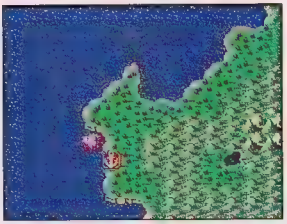
used boats or build brand new ones. Choose from a range of cargo-carriers and warships.

PROTIP: During character creation, wait for a bonus score of 90 to 130. There's a one-in-40 chance you'll receive the extra points, but patience is rewarded.

PROTIP: At the start of the game, purchase an extra used cargo ship, and trade wool and artwork between Pisa and Naples. Then buy Guild supplies, such as a sextant, sword, and telescope, and head for Western Europe.

Harbor Happenings

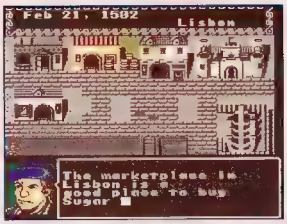
Navigation is treacherous in Uncharted Waters. Koei provides a map for all you geography-rusty salts, but it doesn't list every port or extend past Eurasia. If Africa or America is your destination, better grab an Atlas.



PROTIP: To uncover a hidden port without a telescope, just hug the coastline and it'll appear. Your First Mate will alert you when you're close.

The bulk of this game involves bartering precious spices, metals, and cloth, so be sure to take notes on each port's market to keep track of what's in demand and what's on sale. You also battle pirates, invest in ports to secure alliances for Portugal, and build-up your fame by fulfilling personal requests. This is no easy task because dangers of the deep lurk everywhere. Seek help by recruiting new crew members and mates. If their loyalty runs low, you can raise spirits with payouts.

PROTIP: Haggle with Portuguese-aligned merchants for lower buying prices.



PROTIP: Use the inn "Gossip" and "Tip" commands repeatedly until you overhear worthwhile information.

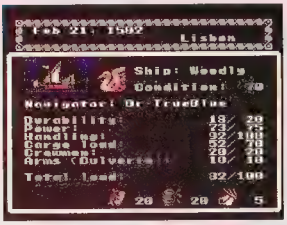
PROTIP: Whenever you're at an information-gathering point in the game, i.e. if you're about to spend a bunch of money on "Gossip" or sail into uncharted waters, simply save the game, perform the activity, and restore. You'll have your answers without loss of gold or time.

PROTIP: Play Poker or Blackjack when you're desperate for food money. Restore if you lose and try again.

PROTIP: To win the game, you'll be asked to save the King's daughter.

Sink or Swim

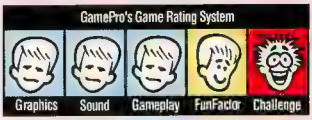
Uncharted Waters is a role-playing game of a different color. The graphics and sounds are unremarkable, but the game's concept is creative and intriguing. Unfortunately, an overload of commands and text messages nearly drags it down to Davey Jones' Locker. The interface is clunky compared to the usual RPG standards. Also, manually sailing your ships



You've got a lot to think about and lives – including yours – depend on your success.

back and forth between ports over and over again to earn cash gets monotonous. However, once you set up political relations with foreign countries, the pace picks up.

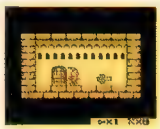
This ship sprang a few leaks on the way out to the swirling oceanic unknown. It still floats, but, as Columbus showed, it takes a committed captain to last the journey.



Uncharted Waters by Koei
$74.95, Available November
5 megs, Battery back-up

IT'S 2 EXCITING 2 MISS.

It's twice the fun. Twice the thrills. Twice the craziness. That's right, it's The Bugs Bunny Crazy Castle 2. But Bugs isn't getting the royal treatment. This "looney" new adventure on the Nintendo® Game Boy® has Bugs being chased by the whole Looney Tunes gang. The Tasmanian Devil, Yosemite Sam, Wile E. Coyote and other crafty characters. There are 28 huge and multi-level rooms. Giant catapults. Invisible traps. Awesome sound. More than enough to keep you and Bugs hopping. Will Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy® player, that's up to you. Their future is in your hands. So the sooner you start the better. The Bugs Bunny Crazy Castle 2. Even better the second time around.



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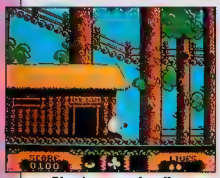
KEMCO ▲ SEIKA

The Fantastic Adventures of Dizzy

By Riff Raff

Never judge a video game by its cover! Although The Fantastic Adventures of Dizzy appears to be a simple, cute kiddie game starring an egg and all his YolkFolk friends, it's much tougher than it appears.

The evil wizard, Zaks, has captured Dizzy's lady love, Daisy, and put a spell on all the eggs of Zakeria. Now it's Dizzy's duty to make a long, continuous trek (no designated levels) to find Zaks' Cloud Castle and put an end to his evil enchantment.



Dizzy's no egg-head!

Eggs-Tra Help

Traveling through the colorful lands of Zakeria proves to be eggs-ceptionally tricky and dangerous. For instance, before he can get past the piranha-plant, Dizzy must first find the snappy Weed Killer. Luckily, necessary tools, such as the Weed Killer and energizing fruit, are plentiful. The best aspect of the game is figuring out where and how to use the items you find. Dizzy also receives clues and items from the local YolkFolk.

PROTIP: To avoid getting scrambled by the wild animal west of your house, toss it a hunk of chicken as it charges at you.

PROTIP: Don't bother trying to grab the pick-axe until you've first conquered the Crystal Falls.

Diz gets a taste of pirate justice.

The Diz also happens upon secret doorways that lead to five game-within-a-game bonus rounds where he can earn eggs-tra lives. The sub-games include the Sliding Puzzle round, where Dizzy must work against the clock to un-scramble a puzzle; an Indiana Jones-style Mine Cart ride, and an eggs-xiting barrel ride down a raging river!

Fryin' on the beach.

Get Stoked with the YolkFolk

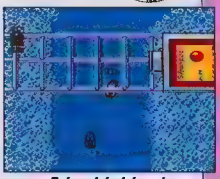
Humpty Dumpty would be proud. Dizzy's a surprisingly eggs-citing game. The graphics, sound, and gameplay are above average, and the bonus areas are challenging. The Yolkfolk of Zakeria are ready to egg you on, get cracking!

The Fantastic Adventures of Dizzy by Camerica
$49.75
Available now
2 megs

Micro Machines

By Cleopatra

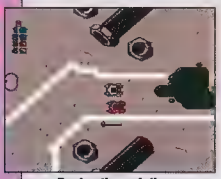
Put the pedal to the metal with Camerica's Micro Machines, an exciting new two-player racing cart that really turns on the heat! Micro Machines drops you down into a miniature world of motor racing.



Rub-a-dub-dub racing in the tub

Honey, I Shrunk the Car

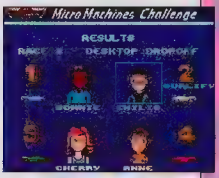
What makes Micro Machines original is the variety of miniature racing scenarios and vehicles based on the popular toy line by Galoob Toys. You drive via a bird's eye view, overhead perspective through 32 fast-paced levels featuring nine imaginatively drawn tracks, and race against 11 Micro Kids, each with different skill levels and personalities. Wheel your micro motorboat through the bathtub, but don't get sucked down the drain! Take your jeep for a spin on the breakfast table, but mind the spilled syrup! There are tank races in your bedroom, a chopper race through the garden, and a truck load of others!



Racing through the hardware.

Learning the controls for each Micro Machine takes time, but once you get them down they're razor sharp. Each mini-vehicle has its own feel. For example, the Formula One racers stick to sharp corners like magnets, whereas the tanks are slow and clumsy.

PROTIP: Memorize where the globs of glue are in the Highway Warrior races. Avoiding them gives you the extra edge you need to win.



PROTIP: As you get better, race the hardest opponents like Spider and Cherry first and save the easy guys for the tough tracks.

Not A Small-time Racing Game

Micro Machines is a no frills, straightforward racing cart. You don't waste time choosing from a zillion different types of engines or tires. Instead, you get down to earth racing fun! Tune up those micro motor skills with Micro Machines!

Micro Machines by Camerica
$49.75
Available now
2 megs

SUPER NINTENDO

THE YEAR OF THE DRAKKHEN.

This is the year of Super NES.™ The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with panoramic views. Horizons change from day to night before your very eyes.

In your quest to restore world peace, you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.

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KEMCO ▲ SEIKA

THE ULTIMATE QUEST FOR FANTASY PRIZES

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure…**but gets to keep it!**

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

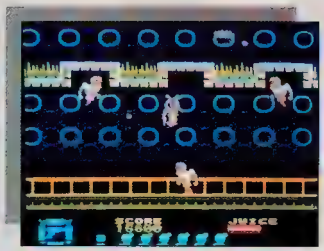
But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!

AS THE TREASURE MASTER YOU WILL:

- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

If your oxygen holds out, you're in for a blast.



Travel to a place where maps and roads don't exist.

You can nearly touch the treasure, but will you get there in time?

$250,000 IN FANTASY PRIZES*

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- The best available seats
- All air and hotel for 3 days and 2 nights, plus $5,000 spending cash.

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250 SECOND PRIZES

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COMPETITION INFORMATION

*See official Treasure Master™ Competition Rules for complete details.

- Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. **Call will cost $.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.**
- This competition is open to all US residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.
- Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
- To be eligible we must receive your official Treasure Master™ registration card by midnight EST April 8, 1992.

For more information call

1-900-370-TREASURE

Call will cost $.50 per minute.
Children under 18 must ask their parents first.
Average length of call is 3 minutes.

AMERICAN SOFTWORKS CORP.

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The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition

Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.

By Andromeda

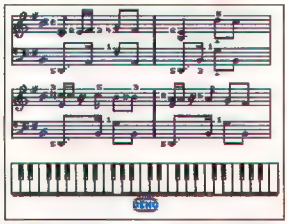
Why was this GamePro singled out to take home Software Toolwork's Miracle Piano Teaching System? Who better to test an NES-based piano teaching system than someone with a total lack of musical talent (Can you say, "tone deaf?").

Getting to Know You

During my get-acquainted session with the Miracle, I discovered the system is easy to set up! It takes up much less space than a regular piano and comes with a giant manual that's very GamePro friendly. The piano plugs into your NES and a power source and then you're ready to play.

The first thing you discover is that the Miracle can sound like anything from a church organ to a set of jungle drums. In fact, it can make over 128 sounds.

The software that comes with the system is your piano teacher – complete with an estimated eight to twelve months worth of lessons (depending on how fast you learn and what your level of experience is). The lessons begin with the absolute basics – get to know your keyboard,

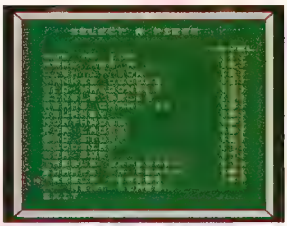


Don't worry. Practice and you'll know everything on this screen.

what fingers go where, and the names of the different keys. As time goes by the lessons grow more and more challenging – you learn rhythm, how to read music, and, when I cheated and peeked ahead, lessons about things such as sharps, flats, musical notation, and accidentals. You even learn to play complicated pieces that at this point in time look like a strange foreign language. Each lesson starts with a description of what's to be learned, often accompanied by a demo of how it's supposed to sound.

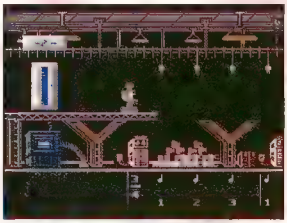
Practice Makes Perfect

If you get bored with the normal lessons, you've got a couple of other practice alternatives in the "Practice Room." This section of the program lets you choose



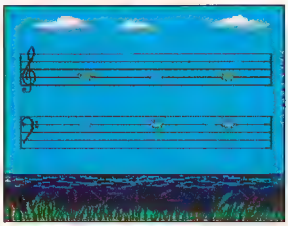
There are just a few of the tunes you'll learn to play.

between playing one of the many pieces in the lessons (from "Canon in D" to "Hound Dog") accompanied by the Toolworks Orchestra (and they make even me sound good!), Practicing Rhythms, Practicing Notes, Having the Piano demonstrate the Piece, and then, of



Robo-Man helps you learn rhythm.

course Robo-Man and Shooting Gallery! Remember? This is an NES! Robo-Man is a robot who helps you develop rhythm by motoring along a conveyer belt and banging objects with his head when you hit a key on the keyboard. Shooting Gallery is an exercise to help you recognize notes. Ducks fly across a music staff, and you shoot them by hitting the corresponding note on the keyboard.



A ducky way to learn notes.

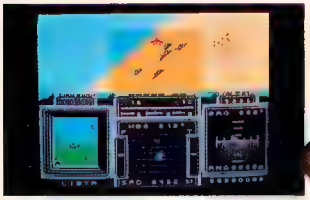
Miracles Can Happen

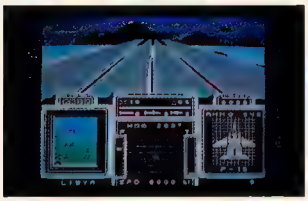
What's a better deal? A year's worth of piano lessons or the Miracle? Check back in a year for the answer! I enjoy my Miracle piano lessons. I can pick the time and place. I can stop and start whenever I like. And most importantly, I can learn at my own pace. Drawbacks? You can't ask the Miracle questions. If you're stuck you must back up with your lessons or try to find the answers in the book. Plus, I missed the human touch and the motivation of having a mean old piano teacher staring over my shoulder. You have to really want to play to make this musical Miracle work.

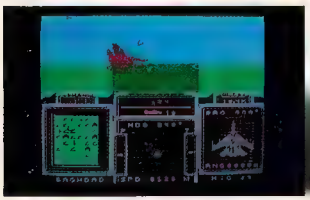
I peeked ahead again so I know that if I practice, I'll be able to play "La Bamba." And of course, once I get that good I can use my Miracle piano with any sheet music I like. Hey, maybe I'll even present my first recital, sweaty palms and all, during the lunch hour at the GamePro offices – now that would be a Miracle indeed.

Miracle Piano Teaching System
by Software Toolworks
$299.95, Available now

F-15 STRIKE EAGLE™







"Major Wild Bill" Stealey, President of MicroProse.

Real Pilots Don't Just Play F-15 Strike Eagle, They Help Design It

Meet "Major Wild Bill" Stealey:

"Life for a fighter pilot is that gut-wrenching adrenalin rush you get when going supersonic with heat-seeking missiles hot on your tail, pulling into a hard turn while warning displays light up the cockpit — and as an Air Force Academy grad with over 4,000 hours of military flight, I ought to know! Real pilots know that feeling, and real pilots also know that *F-15 Strike Eagle* is the only NES™ game to deliver the authentic dogfighting experience, because *F-15* is designed by *real* pilots, and *real* military simulation experts. Find out for yourself. Play *F-15 Strike Eagle* and see what real dogfighting is all about."

- *Thrilling real-life missions in the Persian Gulf!*
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  - Shoot down enemy fighters
  - Dodge incoming enemy missiles
- *Authentic Combat Flight Maneuvers & Tactics!*
  - Real loops, rolls and high-speed turns
  - Dogfight in a full 3-D world that lets you go where you want
  - Outsmart enemy pilots trying to shoot you down

For the Nintendo Entertainment System. For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. © 1991 MicroProse Software, Inc. Nintendo and Nintendo Entertainment System and NES are trademarks of Nintendo of America Inc.
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So, You Want to Buy A 16-Bit System ...

By Slasher Quan

What started as a minor skirmish, the battle for 16-bit supremacy between Genesis and TurboGrafx-16, became an all-out war when Nintendo launched the Super NES nationwide. Now the three video super powers slug it out in a showdown that could be worth billions for the champion – and a dusty corner in someone's closet for the vanquished. Here's what's hot and what's not on the console front for the holidays!

Sega GENESIS

First with a Bullet

Sega was first out of the U.S. starting gates and continues to cling to a slim 16-bit lead, with projected total hardware sales slightly topping two million by year's end. Sega's plans for maintaining success include: continuation of top-notch software support, outmaneuvering Nintendo's marketing muscle, and the Sega CD-ROM.

Super Sonic Sega Deal

Let's take a look at Sega's current Genesis package. For $149.95, you get the base machine, one controller, and a copy of mega-hot Sonic The Hedgehog. To double your pleasure in two-player games, you must shell out $20 for an additional pad (which runs the total cost to $170, only $30 less than a Super NES). The controllers, by the way, are graced by a directional arrow, three horizontally-aligned fire buttons (A, B and C), and a Start button.

As for Sonic "now you see him, now you don't" the Hedgehog, his cart (see GamePro, June '91) is the most graphically impressive Mario-type side-scroller ever. This hedgehog with an attitude is the fastest critter ever to leave scorch marks across a TV screen. It isn't quite as H-U-G-E as Super Mario World for the SNES, but Sonic provides plenty of start-up Sega entertainment.

Sega Software Plans

Over the past 18 months, Sega and its licensees have whipped up a terrific mix of licensed character games (Ghostbusters, Castle of Illusion Starring Mickey Mouse, Spiderman), sports simulations (NHL Hockey, Joe Montana II), arcade-action carts (Golden Axe II, Streets of Rage, Rolling Thunder 2), and Weird Funko-Dudes Lost in Outer Space (ToeJam and Earl). Expect typical Genesis titles to run $45 – $60 new, but 8-megabit role playing games (RPGs) like Phantasy Star III can cost upwards of $75. Additionally, the $35 Power Base Convertor allows backward compatibility with dozens of great 8-bit Master System titles. For those who crave the latest Japanese offerings, Mega Drive carts will work in the Genesis after minor surgery to the system's plastic case...or just find a converter at an import/export house.

What can we expect in '92? Although nothing's official, Sega's sure to add new chapters to the Sonic and ToeJam and Earl odysseys, as well as keep up a steady flow of coin-op conversions (we'll keep our fingers crossed for Time Traveler).

Any late-breaking news from the licensees? You bet. See Pit-Fighter by Tengen, Rolling Thunder 2 by Namco, and John Madden Football 2 by Electronics Arts in this issue. And since Nintendo has released its developers from its exclusivity clause expect some major announcements at the Consumer Electronics Show in January (Sunsoft and Taito, for example, have already joined the growing Genesis family tree). For now, count your blessings to the tune of 159 Genesis releases.

WIN THIS CRIME DETECTING KIT.

Nightshade™ from Ultra® is the ultimate crime detecting kit for your NES™. Complete with treacherous villains, secret hideouts, and the mysterious hero who lurks in the corners, melts into the shadows and rules the darkness.

Just detach this card, fill it out and drop it in the mail. And you could end up moonlighting as a crime fighter.

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Address

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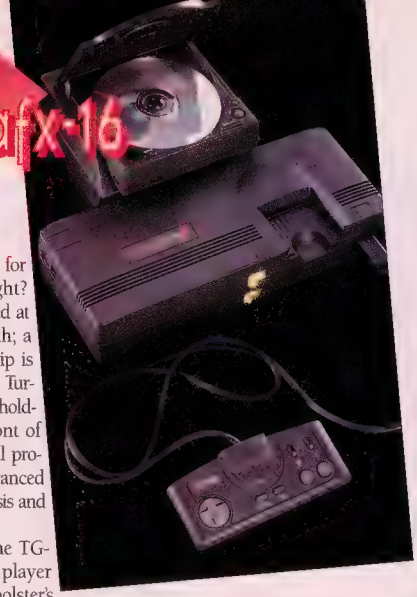
NEC TurboGrafx-16



Tapping into the Turbo Force

TurboGrafx-16: a cool name for one kick-butt machine, right? Not so fast. The "16" attached at the end is really a half-truth; a powerful 16-bit graphics chip is found inside every Turbo and Turbo games do look sharp. But holding it back from the forefront of technology is an 8-bit central processing unit (CPU), less advanced than the chip set in the Genesis and the Super NES.

In its favor, however, the TG-16 has the only CD-ROM player around, for now. The CD bolster's the base unit's graphics, sound, and storage capabilities, but it has yet to reach a substantial audience and CDs from Sega and Nintendo loom on the horizon with more capability and higher price tags.

As a result, NEC offers a solid base product that appears somewhat limited in comparison to true 16-bit systems but definitely is an attractive alternative to the 8-bit NES. Thus, targeting first-time users with low prices, quality carts, and multi-player capability will keep TurboTappers flying high.

Bonk's Bargain

Included in the regular set for $99.99 is the system, one TurboPad, and a copy of Keith Courage in the Alpha Zone. To be honest, although Keith Courage isn't a total dud (the graphics shine by Turbo standards), in terms of gameplay, it resembles a generic 8-bit run/jump/shoot. Bonk's Adventure ($50) would have been substantially better choice for bundling with the system unit. If Sonic is Sega's Mario, Bonk is, by the same token, NEC's. A hard-headed caveman, Bonk butts heads with zany characters in a fun little prehysterical adventure that showcases the TurboGrafx-16 very well. The sequel, Bonk's Revenge, was reviewed in the September issue of GamePro.

The TurboGrafx-16 also has some great multi-player games such as Bomberman, Davis Cup Tennis, and TV Sports Hockey. However, even two-player matches require a TurboTap (which allows up to five people to play a game). The Tap and another pad run $40 altogether. While we're on the subject, the controllers use the same configuration as NES pads (direction arrow, two fire buttons, Run and Select).

Turbo Past, Present, and Future

During the Turbo's first six months of release, expectations were high – most 'pros were counting on scores of game conversions from Japan where the P.C. Engine (the Japanese TurboGrafx-16) reigns as one of the top video game systems.

Some did, but most didn't. And the ones that arrived more often than not had bouncy Japanese themes (Kickle Cubicle, Chew-Man-Fu) that didn't meet with American gaming tastes. Following the first wave of setbacks, though, NEC went on to introduce a few intense button-pounders (Ninja Spirit and Legendary Axe spring to mind) worthy of play on any system. Compact disc games were poorly re-

Advertisement

ceived until the great RPGs Ys Book I & II, then Sherlock Holmes Consulting Detective recently set a new CD standard. Expect to pay up to $61.99 for first-run CD releases, but oldies have been cut to as little as $19.99.

Things bottomed out this year for CD-less TG-16 owners. Fewer TurboChip titles were introduced in '91 than in '90, partially due to an expansion of CD-ROM support (the CD player's price was trimmed $100 to $299.99). Some of the CD offerings were quite innovative, such as Holmes with its video footage of live actors, but owners of just the base unit might feel they've been left high and dry. All told regular games will pile up to 67 this year, with CDs expected to reach 14.

New Machine on the Block

From the moment the Super Famicom was announced in Japan, most of you have probably been slavering for a chance to play Nintendo's own next generation box. Now that the Super Nintendo Entertainment System has arrived, it's time to see how it stacks up to the competition.

Mario and More

For the top-of-the-line price of $199.95, each boxed set contains the deck, two controllers, and Super Mario World. The pads are the most advanced anywhere, and they may even be too complex for younger players. Each is armed with a direction cross, four fire buttons in a diamond formation (A, B, X and Y), Start and Select, and two extra option triggers built into the top of the controller (L and R). Mario World, believe it or not, manages to make use of all but one of the buttons. You run, jump, and fly through the biggest Super Mario Bros. adventure yet. There are 96 goals to achieve in seven worlds, including the usual assortment of warp zones, secret areas, and power-ups. Just like its predecessors, SMW will take weeks to fully explore and conquer top to bottom, so you'll love the built-in battery save.

SuperGames Galore

Additional software releases were spotty at first in Japan until the past few months, when the leading licensees pulled out all the stops in preparation for the U.S. launch. Some of the most recognized NES series are set to continue in 16-bit fashion, including Castlevania IV from Konami and The Simpsons from Acclaim. According to Nintendo's forecasts, by the end of '91 enough hits will be in stores to drive hardware sales to two million units. But there are definitely some disappointments (Gradius III) along with the earth-shakers (F-Zero, Pilotwings, Super Ghouls 'n Ghosts). Super NES titles from Nintendo are $50 each, and licensee offerings are checking in at around $60 a pop. And just in case you haven't heard the word, there's no convertor (yet) that runs your NES collection on its big brother.

Final Analysis

Okay, it's down to the nitty gritty: Which console is the best bet for lasting videofun? That all depends on you! From what we figure, your four prime purchase considerations should be: price, games, hardware power, and future expansion. Think carefully, balance each factor, and read on for our console conclusions.

As a low-end, inexpensive entry into gaming, TurboGrafx-16 is a reasonably sound investment. You'll enjoy plenty of pseudo 16-bit thrills from the established library of slick shooters and rowdy multi-player carts. But don't expect to be on the cutting edge with NEC; software sources are still few and the CD-ROM faces high-priced competition within the next two years.

That leaves Sega and Nintendo. Which of their machines wins the raw processing power comparison? Hard to say. Super NES can use scaling and rotation, display more colors simultaneously, and has a stronger sprite engine, but runs at only half the speed of Genesis (and thus some games suffer from occasional slow-down, like Gradius III). It should be safe to say that software and not hardware will make the difference in this clash of the titans (after all, the 8-bit Sega Master System was technically superior to the NES, but was bested easily by Nintendo's cartridge tidal wave).

As of Christmas, Genesis and Super NES systems will be in a dead heat saleswise, but Sega wins by a landslide as far as overall title backing is concerned – right now, there are just more carts, and great ones, too, for Genesis. On the other hand, in the "potential" department, Nintendo holds one important edge its huge third party licensee stable. Bottom line: just be thankful for what you get! It's a draw, this Christmas anyway.

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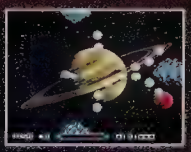
Get your hands on the greatest thing in the universe to 3-D action. Eyeball-grabbing graphics, brilliant colors, phenomenal sound. Super R-Type® has it all. Breakaway controls. Entire whole new dimension of realistic play. Your skill is all that stands between hero R-9 and the rampage of terror wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you're there.

R-Type, coming to your planet soon.



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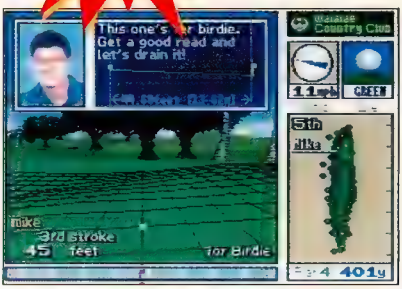
Play True Golf Classics with the Power of Polysys!



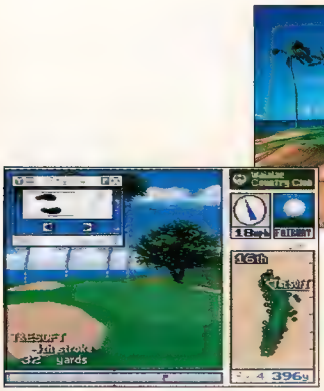
TRUE GOLF CLASSICS™

Step up to True Golf Classics. A breakthrough, 3-D golf simulation made possible with the power of Polysys. With 16-bit digitized graphics. A full, 360-degree view. And action so real, you'll never take your eye off the ball.

Take It On Tour.
Forget those fantasy holes other games dream up. True Golf Classics takes you out to an actual PGA course: Waialae Country Club, home of the United Hawaiian Open.

Nothing Else Even Comes Close.
It takes a true stroke of genius to make a golf game this easy to learn yet so challenging to master.

Greater Control: Hit big off the tees. Blast out of the bunkers. In True Golf Classics, every ball flies, and lies, just like it would in the real game.



#16: The wind's in your face on this par 4 dogleg, so you'll need the right touch on the ball to get close to the pin.

Superior gameplay: Look at your shots from eye level or zoom up to the overhead view. Use the 3-D grid to get an accurate read on how the ball breaks on the greens. Want to see how much you've improved? True Golf Classics updates your handicap after each tournament round.

#10: Play it straight off the tee on this 347 yard par 4. Break out your driver to set up an easy approach shot.

Topflight fun: No other golf game gives you this much. Full-color Course Guide helps you sharpen your game with inside tips from Waialae's head golf professional.

#7: A tough par 3, with multiple bunkers and three-level green. You'll have to fine tune your stance to stay off the beach.

Official Waialae scorecard includes the course layout to help you map out your round. And the built-in Battery Backup tracks your stats and saves your game--so you can quit when you want and pick up where you left off.

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Win a week for two in Hawaii in the True Golf Classics Sweepstakes!
See the True Golf Classics poster for more details.

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GamePro's Video Football Playoffs

Joe Montana II
Sports Talk Football

By The Weekend Warrior

Sega blows away the competition with sports realism that's got to be seen – and heard – to be believed!

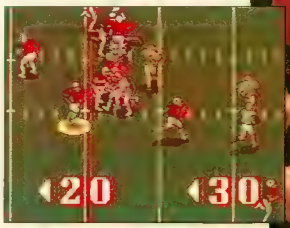
Hut One!

The first things that usually stand out in a good sports cart are the graphics and gameplay. With Joe Montana II, you also immediately tune in to the ear-popping Sports Talk play-by-play announcing. Unlike other games with one or two digitized phrases, this game's a motormouth with a 250-word vocabulary to describe every play and on-field situation, and it automatically voices your field position, yards to go, and the score. Sports Talk even overshadows the cart's excellent sound effects and music.

This game looks good, and sounds even better!

Hut Two!!

Joe Montana II looks completely different from its predecessor. Whereas Joe Montana I featured a first person perspective look at the field, Joe II presents a side-view, horizontally scrolling view. Once a play begins, the screen zooms in on the ballcarrier and enlarges the players over 200%! Here you can see nuances such as cracks in the defensive line.



True "giants" of the gridiron.

PROTIP: Kick deep into the corners to trap the kick returner. Always monitor the wind meter and kick in its direction.

The graphics overall are outstanding! There are treats aplenty such as a huge Diamond Vision screen, which highlights the ref, fans in the crowd, and even the cheerleaders, and special effects such as instant replay.

Playbooks feature nice details!

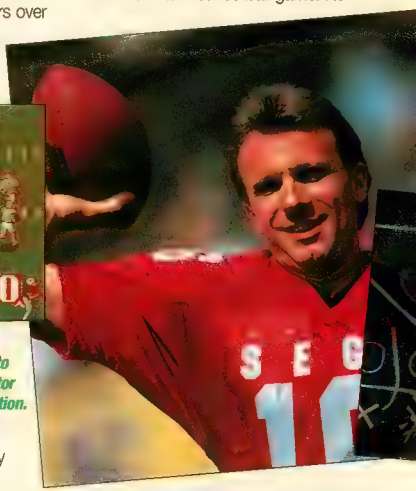
PROTIP: The ball is placed on either the left or the right hash marks, so always select running plays to the wide part of the field.

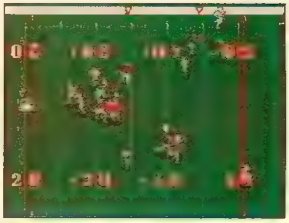
Hut Three!!!

Joe Montana II Sports Talk Football features one player, head-to-head versus the computer and two-player cooperative games. Gameplay for both is fluid and the controls are easy to learn.

Choose from a vast arsenal of plays including 17 runs and 19 pass plays on offense and 17 defensive plays. You can flip the direction of offensive plays to rack up a 72-play total offense! More? Call audibles on either side of the ball!

The zoom mode adds serious razzle dazzle to the running game. Joe's passing attack is the only minor hitch in an otherwise flawless football game. Receivers often race out of your QB's view, which makes completing a pass sometimes depend on luck.





PROTIP: On pass plays, read the coverage immediately upon snapping the ball to find an open receiver. Hit Pause after the snap to study the defense.

Joe Montana II's great customizing features enable you to play a different game every time you plug in the cart.

Play a 16-week season with playoffs. Choose from 28 teams. Use the Dream Team feature to create the ultimate squad!

Hike!!!!

This video game is the closest there is to the real thing, minus the aches and pains! Joe Montana II's awesome graphics and excellent gameplay set it among the leaders of the video football league. The unprecedented Sports Talk feature catapults this cart into a category all its own – just like Joe Montana!

Joe Montana II Sports Talk Football by Sega
$59.99, Available November, 8 megs

John Madden Football '92

By Fanatic Fan

John Madden Football '92 is here and if you loved the first one, better set a date cause you'll want to marry the second one!

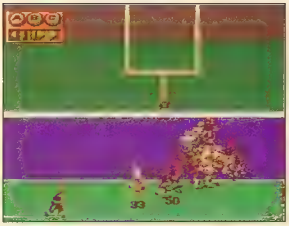
If It Ain't Broke, Don't Fix It

Rather than going back to the drawing board for JMF '92, the guys at EA kept much of the stuff that made JMF '91 so great – passing windows, real NFL teams, weather factors, etc.

But there's always room for improvement, so JMF '92 sports plenty of new features. Numero uno is a dramatic beefing up of the weenie computer's artificial intelligence. In John Madden '92, the computer actually learns and reacts to your playcalling tendencies – you heard right – a SMART computer opponent! Those Protips we gave you for JMF '91 (see *GamePro*, January '91)? Forget them!

You'll hear every boo and cheer!

But wait, there's more! JMF '92 has new formations on defense and offense (such as the Run and Shoot and the 4-6 Eagle defense), a great instant replay feature that you control, quarterback substitutions, coaching profiles, user-controlled weather, and turf, grass, and domed stadiums. Your ball carriers can also hurdle diving tacklers!



Check out great plays with Instant Replay .

PROTIP: Mix plays! The computer recognizes offensive and defensive tendencies.

PROTIP: Against a computer team, position a speedy linebacker between two offensive linemen, a step or two forward (but not offsides). At the snap, you can charge through the line – right into the backfield. NOTE: This only works during the first half, then the computer adjusts.

PROTIP: Okay, Buffalo Bills fans, here are some playoff passwords: Quarter Finals – DT2T002F, Semi-Finals – DVTY8T9N, Super Bowl – DWJ4HLPV.

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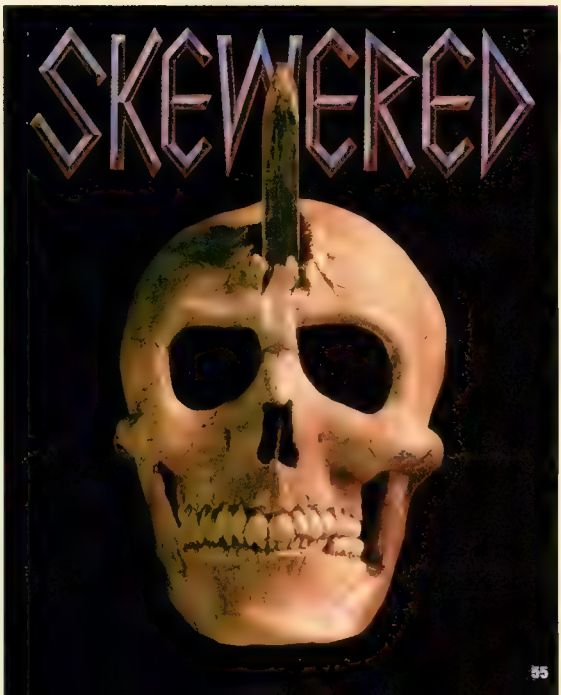
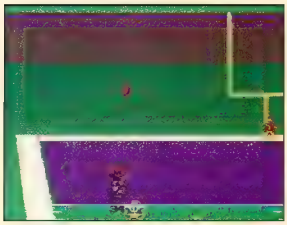




PROTIP: If you use a team with a "money" back (Buffalo – #34, Detroit – #20, Chicago – #35, Dallas – #22, All-Madden Team – #20) run the HB Toss Left and other running plays that take advantage of his speed. Hit C for a burst of speed!

PROTIP: There are no "automatic" defenses against the computer, but here's a Buffalo defensive play with a high rate of success: Select Nickel Defense, Read, and Bump and Run. Control #78 (he's on the left end of the line). At the snap, blitz the quarterback with #78.

Postgame Highlights

So now the big question – if I already own John Madden Football '91 or Joe Montana Football '91, should I invest in John Madden Football '92? If you're a sports fan, your answer is "YES!"

John Madden Football '92 features the most talented computer opponent ever – 'nuff said! Add to this the additional plays, two-player cooperative play, and improved graphics, and JMF '92 gives you great bang for your buck.

John Madden Football '92
$49.95, Available now, 4 meg

Mike Ditka Power Football

By The Weekend Warrior

Mike Ditka Power Football is Accolade's entry in the Genesis football league. While the graphics and gameplay aren't up to par with its competition, a wealth of setup options and an extensive roster substitution feature makes this cart worth a closer look.

Any Way You Like It

This is clearly one of the most option-filled sports carts there is. You have all 28 professional teams, and ol' Iron Mike himself gives you an indepth scouting report for each team. At startup, you can choose to play a single game or enter a single elimination 16-team playoff; play 3-, 5-, 10-, or 15-minute quarters; set four levels of passing ability; and decide if players tire, suffer injuries, incur penalties, or fumble.

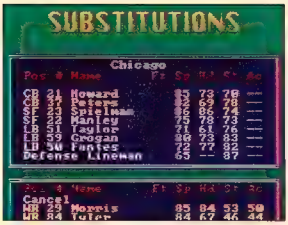
CHICAGO:
1. Punishing defense.
2. Intelligent LBs.
3. Outstanding RB.
Chicago has been a great defensive team over the years. The passing game has not been featured, but the WRs have good speed and can beat you on any play if you relax.

Listen to the coach! Scouting reports can make or break your game!

Plus Yardage

The cart's most interesting feature is its detailed individual player stats. Each player is ranked in 5 categories, Fatigue, Speed, Hands, Strength, and Accuracy. Players perform according to their stats, but play them extensively and they run slower, drop passes, and fumble the ball.

You can make substitute any player with another player from any position! For example you could stick a fast Wide Receiver in to run a fake punt. The possibilities are endless!


SUBSTITUTIONS
Chicago
Pos # Name Ft Sp Ha St Ac
CB 24 Howard 82 73 78
CB 37 Peters 82 69 78
SE 23 Spielman 86 86 74
SF 22 Manley 79 78 73
LB 51 Taylor 71 61 76
LB 59 Grogan 80 73 83
LB 90 Fanfes 75 77 82
Defense Lineman 65 - 87
Pos # Name Ft Sp Ha St Ac
Cancel
RB 29 Morris 85 84 53 50
RB 84 Tyler 84 67 46 44

Mix and match the best of your batch!

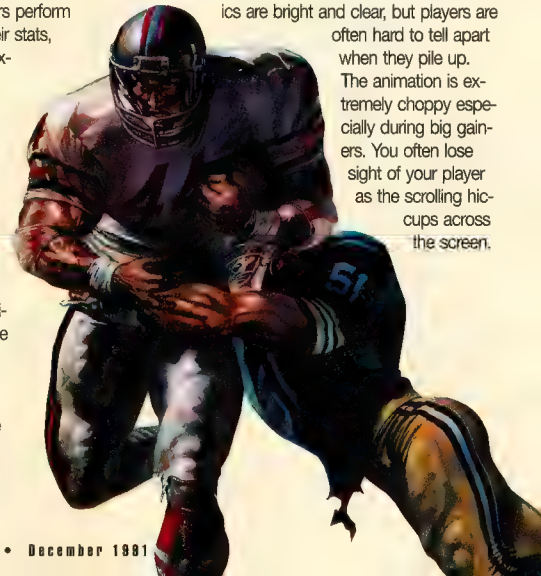
PROTIP: Constantly monitor your players' fatigue levels. Offensive players only rest up when the opposing offense is on the field, and the same applies for the defense.

The passing game has an innovative feature which freezes the action after the snap. Then you can scroll through the playing field to check out the coverage.

PROTIP: Press B to pass and hold down the direction pad in the direction that you want your receiver to run. This way, both the ball and the receiver should reach the same spot at the same time.

Minus Yardage

With all its tremendous options, you'd expect Power Football to play like a dream. Unfortunately, the graphics, animation, and gameplay are all somewhat disappointing. Gameplay uses a first person, vertically scrolling perspective similar to John Madden Football, but it lacks details and smooth animation. The graphics are bright and clear, but players are often hard to tell apart when they pile up. The animation is extremely choppy especially during big gainers. You often lose sight of your player as the scrolling hiccups across the screen.

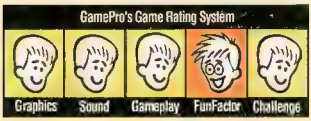


Unfortunately there are less than a dozen plays on either offense or defense, and you can't call audibles. Also, the diagrams of the playbooks aren't clearly illustrated, making it difficult to see the exact route of each player.

PROTIP: During kicks, keep the power meter within the blue level. Going into the yellow level gives you maximum power, but less control.

Fourth and Long

It's obvious that a lot of work has been put into Mike Ditka Power Football to make it as realistic a football game as possible; however, more of that effort should have been channelled into the graphics and gameplay departments. Unfortunately, in the face of fierce competition from John Madden '92 and Joe Montana II, Mike Ditka will have a tough time making the playoffs.



Mike Ditka Power Football by Accolade
$59.99, Available now, 8 megs

John Madden Football (SNES)

By The Weekend Warrior

It seems fitting that one of the best 16-bit football carts is one of the first sports games available for the SNES. John Madden Football stays faithful to the Genesis version, with a few extras.

John's looking good on the SNES!

Familiar Football

John Madden Football fans can plug in the SNES version and instantly hit the pads. Gameplay, graphics, play selections, and sound effects are the same as its predecessor. Customize the game for one player or head-to-head action, and choose from all 28 professional teams to play either a single game or a four-game playoff series.

Gameplay uses a first person perspective that scans 40 yards downfield! The playbook contains 18 defensive plays and 24 offensive plays. Either offense or defense can call an audible, and on defense, you can also reposition individual players before the snap. Hike the ball and passing plays display three passing windows at the top of the screen, which show the exact position and coverage for three receivers.

PROTIP: Remember, the farther you throw, the less accurate you are. Use the yard markers in the passing windows to gauge your distance from the receiver.

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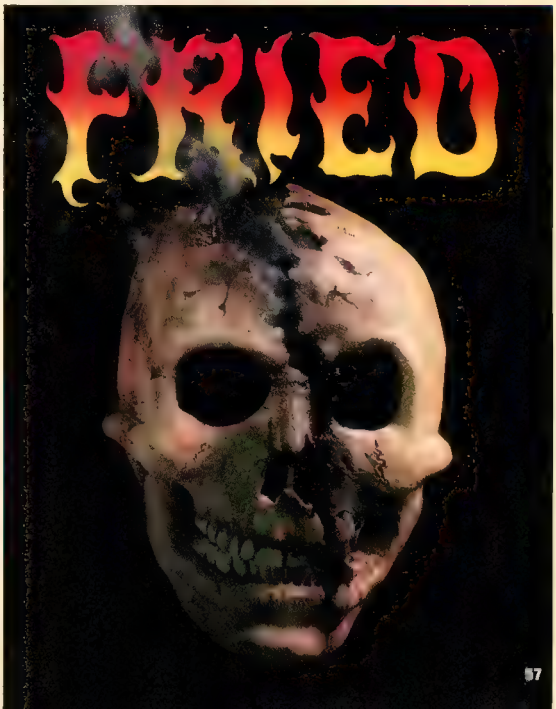
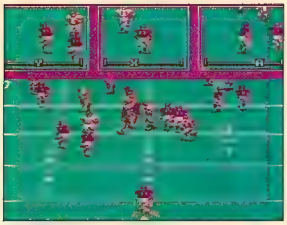




PROTIP: Memorize each receiver's pass route. They often criss-cross and wind up in a different passing window.

New Slants

SNES John Madden has a few twists on its Genesis rival. Now you and a buddy can gang up on the computer! One player controls the QB, but both players are eligible as running backs and receivers. Defense is especially fun when you gang tackle!

Another hot new feature for video coaches is Instant Replay! You have unlimited reviews of the previous play before the next snap of the ball with slow-mo and rewind!

One-on-One

The SNES graphics are a little sharper and brighter than the Genesis version, however, the animation and scrolling are clunkier and there's noticeable slowdown especially when a ball carrier draws a crowd. The computer opponent is tougher and a little quicker, but it's still easily beatable.

PROTIP: Kick off sharply to either sideline. Select the defensive player closest to that side and bring him down field as fast as you can for a headcrushing tackle!

Good Football

John Madden Football is an excellent mix of arcade action and realistic gridiron strategizing. Great graphics, responsive controls, and well thought-out football gameplay makes this a video treat you'll savor! Bon appetit!

John Madden Football by Electronic Arts $59.95, Available December, 4 megs

TECMO Super Bowl

By Fanatic Fan

Finally...finally...Tecmo put together another NES pigskin game – Tecmo Super Bowl! And this cart kicks!

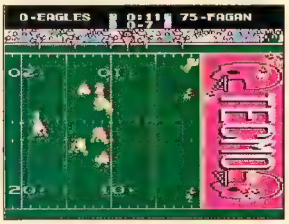
The Gang's All Here

Tecmo pulled out all the stops for this cart – they've licensed both the NFL Player's Association AND Team NFL. So not only do you get all 28 NFL teams plus the NFC and the AFC All-Star teams, you get the real players as well, but there are a few glaring omissions – such as Jim Kelly of the Bills and Randall Cunningham of the Eagles, who require special licensing agreements.

Most of your favorite NFL players are here!

The Playing's the Thing

While Tecmo Super Bowl retains the same simple gameplay that makes Tecmo Bowl fun for all ages, the action here has definitely picked up. Tecmo has doubled the number of offensive and defensive formations – from 4 to 8 – plus, you can now design your own playbook! You can still make diving tackles, but now you can jump to block a pass or kick.



Player animations are now smaller, but they can do more things.

A key difference – and you'll notice it right away – is the computer's play on defense. Unlike Tecmo Bowl an open receiver isn't always open anymore. In Tecmo Super Bowl, the computer defenders flow to the ball as it's in the air, sometimes tipping it away at the last minute. A drawback, which was also in the original, is that you can't switch players on defense after the ball is snapped.

Graphically, Tecmo Super Bowl gives a little and gets a little. TSB players are slightly smaller than those in Tecmo Bowl, and sometimes this detracts from the gameplay. But the animation sequences after touchdowns, during field goal attempts, and during halftime are a step up. Check out the special "Mighty Bomb Jack" show during half time at the Super Bowl!

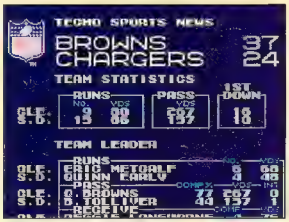
PROTIP: Extra point kicks are almost automatic. At the snap, hit A immediately – don't worry about the direction arrow!

PROTIP: Blockers hold much more than in the original game. Tap A rapidly to break their grip.

PROTIP: Watch your players' "condition" rating closely. If you overuse a player, you'll lower his condition and he isn't nearly as effective.

Check the Stats!

Not only does TSB keep stats for the game in progress, it keeps seasonal stats as well – for ALL the teams, not just yours. You can even check how your guys are doing in key statistical categories such as: Points Scored, Rushing Yardage, Receiving, QB Sacks, etc.



You'll see detailed stats after every game."

Overtime

Tecmo Super Bowl's got it all! The play is as fast paced as the original, and the battery and stat-keeping is a perfect ad-

dition. Tecmo Super Bowl, despite a few weaknesses, is as good as football gets for the NES.

Tecmo Super Bowl by Tecmo
Price not available
Available now, 3 megs plus battery backup

TECMO BOWL

By The Weekend Warrior

NES Tecmo Bowl fans are sure to experience déjà vu when they kick off with Game Boy Tecmo Bowl. This cart is exactly like its NES predecessor!

A Blast from the Past!

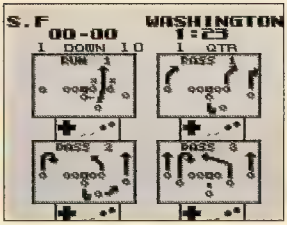
Tecmo Bowl for the NES has been one of the most popular sports carts around. The Game Boy version is an exact duplicate featuring the same 12 teams playing a 12-week schedule, the same offensive and defensive plays, and the distinct Tecmo Bowl soundtrack.

PROTIP: NES Tecmo Bowl passwords work! Enter 9C7FBFA5 to play San Francisco against Washington in the Tecmo Bowl!

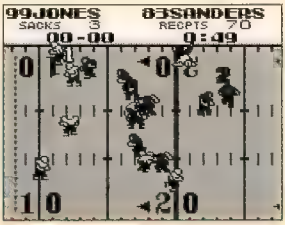
Tecmo Bowl is endorsed by the National Football League Players Association and features actual NFL players. However, the player data is old. For example, Herschel Walker still plays for Dallas, while Tommy Kramer is still QB at Minnesota!

Gimme the Ball!

Each team has four plays on offense and defense, usually featuring two passes and two runs. On offense, you control whoever has the ball – the quarterback and then the running back or a wide receiver. On defense, you can select any player prior to the snap, and then you can automatically switch to the player closest to the ball once the play is in motion.



Plays reflect the nature of the team.



PROTIP: On defense, immediately press B when the ball is hiked to control the player closest to the ball. Keep pressing B on pass plays so you can shadow the designated receiver.

PROTIP: You control your kicker on kickoff, so immediately bring him down the field to cover the return.

The graphics are monchrome versions of those from the NES version, which is good and bad. You get nice extras such as the end zone celebrations and the half time show. However, with 22 players bouncing around, it's often difficult to keep track of your players, especially when you pass.

A Football Fix

Tecmo Bowl isn't an extremely challenging game. It's intended more for people who want to play an "arcade" football game without sideline strategizing. But if you want a rock 'em sock 'em gridiron gutbuster to go, Tecmo Bowl scores!

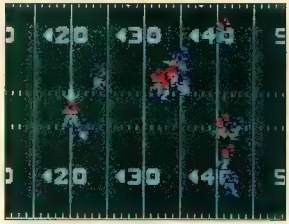
Tecmo Bowl by Tecmo
Price not available, Available now

Advertisement

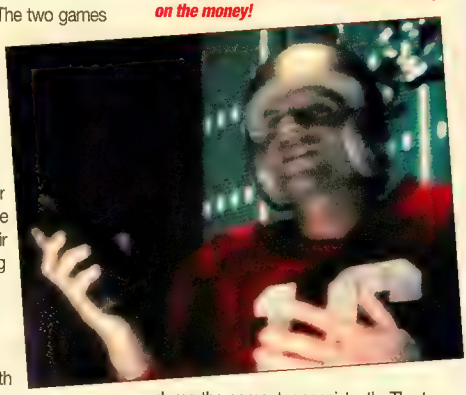
Joe Montana Football

By The Weekend Warrior

Joe Montana Football tackles the Game Gear with an uncannily accurate conversion of Joe Montana Football for the Sega Master System. The two games are practically identical in terms of graphics, offensive and defensive plays, and gameplay!



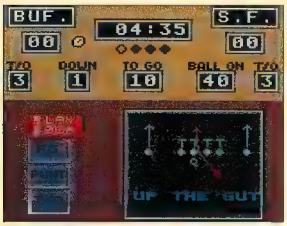
PROTIP: Listen to Joe's advice. It's usually on the money!



Airborne Action

This cart is definitely for armchair passers: of the 17 offensive plays,12 air out the ball and running plays seldom produce more than 10 yards – PASS!

On defense Joe keeps things simple with six plays. The controls are extremely smooth and respond perfectly to the action on the screen.



PROTIP: Since some wide receivers run off screen, scroll through your receivers as soon as you hike the ball.

All the action takes place on a side-view, horizontally scrolling football field. The graphics are sharp, even the plays are crystal clear. Although the individual players are small on an already small screen, it's easy to tell them apart.

PROTIP: Always kick off into the corners to force the ball carrier into only one return lane.

Joe Montana Football offers both one and two player games. In the one player mode, diehards may learn to dump the computer consistently. The true challenge is to take a weak team such as New England or Tampa and go against a powerhouse such as San Francisco or New York. Now there's a challenge!

PROTIP: Never pass to a receiver that has his defender beat. You usually hit the defender for an interception!

PROTIP: Use a pass play to set up a bootleg. The defense spreads out to cover receivers.

Joe Knows the Game Gear

Joe Montana Football is clearly the best handheld football game on the market, at least until NFL Football for the Lynx arrives. Audibles and more running plays would add variety to the football action, but this is the ideal portable football cart: it's easy to understand, easy to play, and easy on the eyes – a quick fix for football fans on the go!

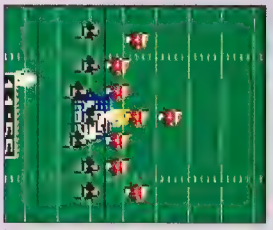
Joe Montana Football by Sega
$39.95, Available now, 2 megs

NFL Football

By The Weekend Warrior

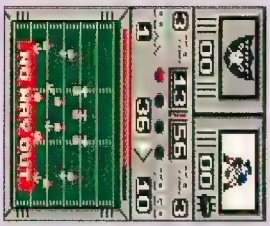
We were fortunate enough to receive a preliminary version of NFL Football for a sneak preview and from what we have seen, gridiron Lynxers are in for a doozy!

Since this is an officially licensed cart, all 28 NFL teams, their logos and colors are accurately represented in fully-detailed color! Gameplay is split between a vertical view for play selection and the standard horizontal overhead view for actual onfield play. A camera in the sky zooms in for a closer view at the snap. The graphics are all exceptionally sharp, the plays are easy to read, and the players are easily discernible on the field. Crisp, clear digitized voices of the referee and the stadium crowd are a real treat.



The best seat in the house!

The playbook offers a selection of 6 standard defensive plays and 19 offensive plays – 10 Passes and 9 Runs.



An interesting assortment of plays, hot graphics, and real NFL team logos!

Word from Atari is that this cart will be out shortly. You can bet that we'll be ready to tackle the finished version.

NFL Football by Atari

MEET THE MAKER.

Execute death-dealing blows in full-screen combat

Terror is his immortal. He's a nightmare come to life. And you (yeah, you!) must confront him. Penetrate the mysterious dangers of his dungeon lair. Slay the multitude of gruesome characters who protect it. Try it just one time. You'll swear there are worse things than death.

Animated traps, puzzles, and lethal surprises

THE IMMORTAL. DEAD SERIOUS ABOUT LIVING ACTION.

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SEGA GENESIS

Football so real, it even comes with a mouthpiece.

Any video game can give you a taste of real football. But only one serves up a whole mouthful. New, Joe Montana II Sportstalk Football™ from Sega Genesis.™ The first sports video game with an ongoing play by play announcer's voice.

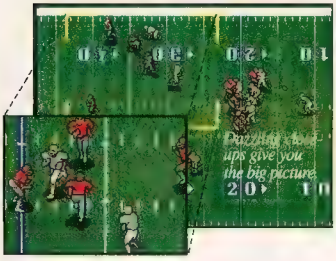
Now you can get complete coverage of all the hard-hitting action. Instantly. Just like real, professional football on TV. "The blitz is on." "Dumped at the twenty." "Signals for the fair catch." Our man behind the microphone tells you when the secondary is closing in, where a receiver's open, when there's a man in motion. And delivers a truckload of halftime recaps and stats.

And like real football on TV, you get the big picture, too. During a play, the game automatically zooms into a dazzling close-up. You see every diving catch, pulverizing tackle and explosive charge up the middle. You even get instant replays.

Battle your way through a 28 team league to the championship. Play on the same side as your buddy—you're the quarterback, he's the receiver. Call your strategy with over 50 plays—in snow or rain. On grass or artificial turf. You get all the excitement, all the bone jarring intensity of the game itself. Plus a whole lot more.

So remember, if you want real football action, the name of the game is Joe Montana II Sportstalk Football. Anything else is all talk.

JOE MONTANA II SPORTS TALK FOOTBALL™



SEGA GENESIS

Leading the 16-bit revolution.™

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GENESIS

PRO REVIEW

Rolling Th

By Ugg the Bugg

It's the information age, so when communications satellites start dropping out of the skies like flies, the world's in BIG trouble. The World Criminal Police Organization (WCPO) calls in its best agent – you! WCPO HQ i.d.'s the terrorist organization Geldra and a rogue arms dealer Gimdo as the high-tech culprits. You try to ignore the goofy names, but you can't, yours is "Albatross."

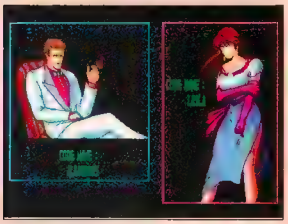
Handgunner Heaven

Oil up those nine millimeters, gunfighters, Rolling Thunder is back for some hard hittin' shoot-em-up action. Rolling Thunder 2 by Namco builds on the marksman's tradition established by the coin-op and the 8-bit NES versions.

PROTIP: Classic Rolling Thunder tips – You can shoot foes off-screen, and just hold down Up to hide behind doors.

PROTIP: Better practice jumping over shots.

This is an excellent sharpshooter cart that rewards a keen shooting eye and quick reflexes. One or two players can partake in this shoot-out. You play either Albatross or Leila. Unlike most two-player set-ups, it takes teamwork to survive. When one agent eats it, he or she doesn't reappear until the other agent reaches a continue point on the level.

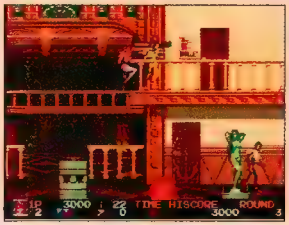


Agents Albatross & Leila

Simple, but Deadly

Gameplay is undemanding and crisp. The action's spread across 11 Rounds, each with a boss and a time limit.

The concept is video game simplicity itself: shoot or be shot. Other than that you can jump up, jump down, or jump higher. There isn't too much strategy involved although beating each Round requires different tactics, and you must duck into doors to find special power-ups,



Waste these grenade tossers quickly!

weapons, and, most importantly, extra ammunition. Key factors to monitor appear at the bottom of the screen: Hit Points remaining, Ammo, Time, and Lives.

PROTIP: When your ammo meter runs dry, your pistol still fires single shots.

This cart can be murder! Normally, you can only take two hits and power-ups help you withstand a just few more. You only get three lives, but Namco generously provides passwords as well as unlimited continues from the beginning of the lethal Round, although your penalty is seven button presses from the Game Over screen.

PROTIP: Use stealth. As soon as you see bad guys at the edge of the screen, stop walking to "freeze" them there until you figure out what to do.

PROTIP: A rolling nucleus smashes the neuron.

Pretty Places to Die

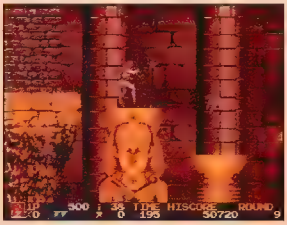
The graphics will grab ya'. They don't explore new territory, but they're nicely drawn and painted with bright colors. The main characters, Albatross and Leila, sport the classic Rolling Thunder look – thin and leggy.

The good looking sideview run and gun action scrolls horizontally for the most part, although there are multi-tiered

hunder 2

Jump into action!

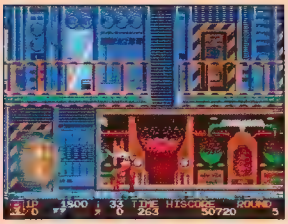
areas and elevator rides. You encounter skullduggery in some picturesque locales, particularly in the bio-research labs, the weapons warehouse, by the Sphinx, and in the underground desert hideout.



Don't get caught admiring the graphics!

Bring Your Own Bullets

The bad guys put together a tough team. Handgunners and grenade-pitchers make up the bulk of the criminal crew. Some foes have specialized talents for killing such as the Bomb Bowlers and the metal-shelled Roach Rollers.



PROTIP: Shoot the Gimdo agents with the force fields (first appearing in Round 4) from behind.

PROTIP: Laser snipers (first appearing in Round 5) take four pistol shots. Hide in a doorway and step out and shoot as soon as their laser blast passes by.

The mean zoo crew includes Black Leopards and the obligatory Bats. You have your hands full with the routine assasins, but you run into some cool-looking robot Round bosses, too.

Loosen up that trigger finger before you face the bosses.

When you aren't melting down your pistol barrel, you duck into the doors to search for power-ups to extend your time or life meters or weapons. Weapon selection is lean but mean. Your trusty automatic does most of the damage, but you can snatch submachine guns, Flame Guns, and Shot Clusters (a high tech weapon consisting of six pulse lasers mounted on a rifle stock) from Gimdo weapons caches behind the doors.

PROTIP: At the beginning of Round 8 don't go for the Flame Gun right away. You need your pistol's range at first.

Feel the Thunder

Rolling Thunder 2 keeps it simple. Shoot, duck, jump, and shoot some more – it's a tried and true formula that scores again here. Ninja Gaiden, Strider, Shinobi – you can't keep a good action game down, they just keep rolling along – like Rolling Thunder 2.

Rolling Thunder 2 by Namco
$59.95
Available January, 8 megs

By Slo Mo

Thousands of generations ago, the Four Lords of Creation shaped a magical world and filled it with the elements of land and people. They named the land Age of Peace.

When the time of the Lords passed on, the world turned, and it became divided among four ambitious and corrupt rulers. The Age of Conflict had begun.

Now, the Watcher is here. No one knows from where the Watcher came, but he has withdrawn all Magic until a hero arises to unify the land.

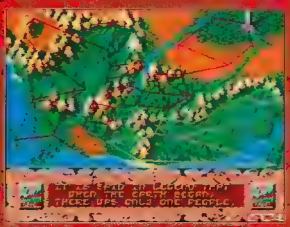
A world in need awaits its hero.

Welcome to Battlemaster

A Fighting Fantasy

Battlemaster from Arena Software tells an interesting tale and backs it up with a solid combination of role play game (RPG) style adventure and hack-n-slash action. Toss into the mix good-looking graphics and the fact that you can control up to 15 characters in follow-the-leader style combat and you've got a quest game that's tough to beat in more ways than one.

Your task is to search the towns for the kings of the four races and then carry them to the Watcher. Of course,



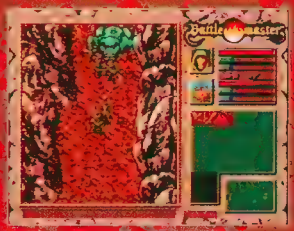
The Map Screen reveals your journey.

first you have to find the kings and beat just about every creature and being in the game.

Set aside a few hours – or days. This epic adventure treks across a massive fantasy landscape. The action occurs in seven areas where you explore several bodies such as villages, towns, castles, or wilderness.

The Leader's Edge

To begin the game, you choose a Leader from one of sixteen characters representing the races – Dwarves, Elves, Men, or Orcs. Potential Leaders also fall into four character classes, Thief, Warrior, Wizard, and Merchant. The varietal selection really ups the game's replayability factor.



The Dragon eats Elves for breakfast.

Leaders start with varying numbers of Troops (0-5) and Gold Pieces (0-100) and three types of weapons – armor, a

PROTIP: Everyone knows Orcs. If you play as Orc, expect no peace.

PROTIP: Dwarves stick together the best, and they regroup very quickly.

hand weapon and a shooting weapon such as a bow or a magic wand. Later on, you can add Troops, build up Gold, and upgrade weapons.

PROTIP: Wizards make good Leaders for first-time players. They carry the most powerful starting weapons, and their basic fighting abilities are pretty strong.

PROTIP: Leaders are the fastest runners in the game, and they're brave.

In Your Interface

The interface is easy to use and great looking. You put your troops through their paces using overhead, 45-degree-view graphics. The main action occupies the window that occupies most of the TV screen. The rest of the screen displays smaller windows showing meters that monitor Health Points, Morale, and Skill levels, a Year Clock which tracks seasons and food, a Bank to tally Gold Pieces, and a radar Map which displays icons indicating your location to those who would invade you.

You split just about equal time between action and interfacin'. You use the action screen to round Gold Pieces and

to fight. Fighting's based on a Health Meter system, that is, you hit and the meter drops till you do.

PROTIP: Troops start firing when enemies are near; even if you can't see them, yet.

The fighting's tame but intense fun. Don't expect prodigious finger-pumpin'. You control the Leader's hand-to-hand fighting and the shooting weapon. Your Troops follow your lead, but they do their own dirty work. Every battle is a melee that is a wild free-for-all, particularly if you command a large Troop. There's no ducking or dodging, although you can move the Leader around to avoid blows during fights.

Use Formation to quickly organize your Troops into six marching and combat formations – Column, Wedge, Shoulder-to-Shoulder Line, Single File, Huddle, and an on-the-hoof Open Formation. In each Formation, Troops move in unison with the Leader. You can also command your Troops from the front or the rear of a Formation and leave them for solo explorations.

PROTIP: Huddle Formation is the best way to hold Troops together. Leading from the rear is a good way to "herd" Troops through narrow passages.

PROTIP: There's safety (and eventual victory) in numbers. Take time to round-up stray Troops.

Ye Olde Graphics

For the most part, Battlemaster's graphics are slick. Each race has a distinct look and some monsters are genuinely weird. The opening story sequences and the Leader selection screen are knock-outs.

The animation's alright, but it's a [illegible] slow – your Troops seem to hum the laid-back pace of the characters in the time it takes to complete a game as much as the complexity of the quest and the enormity of the environment. Another minor complaint is that the "olde" English style type is [illegible] and low and particularly for some [illegible] the 20-character passwords can be hard to read.

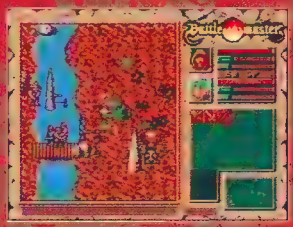
PROTIP: The Leader's shooting weapon always has the longest range. Use it.

Before, during, and after the battle you can [illegible] at the Interface Screen. Use the Parle feature to purchase better [illegible] food, Troops, or safe passage through a territory with Gold Pieces.

PROTIP: Always Parle as soon as you appear somewhere. As soon as you grab something or stick something, you can't Parle.

Alpha Monsters

[illegible] Monsters aren't the only creatures that live here. The Book of Monsters in the manual describes sixteen horrific species, but there's plenty [illegible] than that. The [illegible] Servants, Ghouls, Vipers, and the Shadow [illegible] table-panic [illegible] by fun-loving [illegible] Lords, Wizards, and the Mighty Dragon.



Spiders come in all sizes.

PROTIP: Be sure to distinguish between Z's and 3's when you record passwords.

The Thrill of Battle

[illegible] in epic adventure part of role-playing [illegible] trying to complete an [illegible] with satisfying hack-'n'-slash [illegible] and [illegible] Battlemaster [illegible] than a massive dose of thumb sweat to satisfy your need for [illegible] with Battlemaster.

GamePro's Game Rating System

Graphics	Sound	Gameplay	FunFactor	Challenge

[illegible] by Arena [illegible]
$49.95
[illegible] November, [illegible]

PIT-FIGHTER

By Doctor Dave

Hey, all of you contact sport fans out there, great news! The action-packed arcade smash, Pit-Fighter, is on its way home with just as much fist-pounding excitement as its quarter-crunching big brother.

Tengen's done an amazing job of animating the digitized graphics; it's so close to the arcade version you can feel the bodyheat. Slammin' simultaneous two player action puts you and a friend into the video-skins of one of three characters to live the life of a Pit-Fighter and travel to seven sleazy underground locales in search of the ultimate fight – the one with the biggest cash prize!

Buzz & Kato battle Southside Jim & Mad Miles.

The Challengers

The three Pit-Fighters made the trip from the coin-op, as did their bust-em-up Super Moves. You or your buddy can choose: Kato, a martial arts master, Ty, a champion kickboxer, and Buzz, an ex-pro wrestler. In two-player mode you can't double-up on a character.

Kato's normal moves consist of a jump-kick, a front kick, a reverse kick, a straight-forward jab punch, and a head-level elbow strike. A super quick, rapid fire

Kato versus Southside Jim.

chest-punch is his special move. And, when an opponent's down, he uses a two-handed downward blow to finish the job.

Ty's moves include a jab-kick, a flying jump-kick, a forward jab-punch, an upper-cut punch, and an awesome head-banging knee slam. He launches into a super Flying Double Kick as a special move. To put 'em out for the count, this guy uses a nasty downward heel kick.

Ty's special Flying Double Kick.

Last, though nowhere near least, there's Buzz with his two special moves. Move Number One sends opponents sailing right over his head before gravity takes over. With move Number Two, Buzz grinds em' into the dirt with a pile driver. His normal moves consist of a head-butt, a forward punch, a side-kick, and a jumping side-kick. Finally, when he downs an opponent, he performs a gut-wrenching knee drop to take 'em out!

Buzz beats on Angel

If fists and feet aren't making it, try a weapon. You find nine types including Shurikans, Knives, Bar Stools, and even Motorcycles!

Some Ugly Competition

You trade blows with a gross gang of opponents during your quest for fame and fortune. These brutes are as ugly as nasty-looking as their names sound: the Executioner, Southside Jim, Angel, C.C. Rider, Chainman Eddie, Heavy Metal, and

Waste these two Chainmen in Round 10 to reach the final challenge

Mad Miles. Be prepared to face some of those ugly mugs more than once, too. Pound through all 10 matches, emerge intact, and you're rewarded with...more video-world pain. It's a no-go on the dough until you bash heads with the king of fighters. Pit-Fighter beware, this guy has quite a few tricks up his dirty sleeve!

Post-Fight Review

Pit-Fighter uses digitization to reproduce sound and graphics that are as awesome as those in the arcade version. In fact, we've never heard as much digitized sound from a Genesis game before, and every character (right down to the cheering crowd) sports moves and poses that are loaded with realism. If you want outrageous two-player, simultaneous action, step into the pit with Pit-Fighter.

***Pit-Fighter* by Tengen**
$59.95
Available November, 8 megs

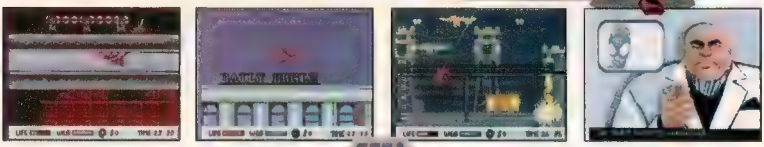
EVEN THE BAD GUYS LOOK UP TO HIM.

Where you gonna hide from a guy like Spider-Man®? He's on your left. He's on your right. He's on the wall. He's on the ceiling. And now, he's on Genesis.™

He probably won't be too happy about this mess. As if one enemy wasn't enough, this game's got all the big uglies, Dr. Octopus, The Hobgoblin, Venom, Electro, The Lizard, and The Sandman. Not to mention Kingpin running the show.

But Spidey's not exactly defenseless. Those bad guys won't look so bad when Spider-Man® starts laying into them with devastating kicks as he flies off the end of his web swing. And riffraff beware of his bone-crushing punches. If there's anything left, he'll wrap it up neatly with a barrage of web bolts.

Messing with Spider-Man® could be hazardous to your health. You've got to admit, he's one of the toughest American heroes ever. After this game, we know a couple of bad guys who probably would agree.



SEGA.
GENESIS

Leading the 16-bit revolution.

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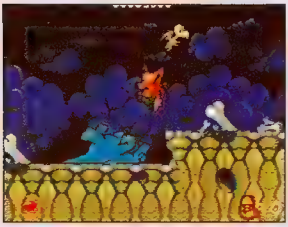
CHUCK ROCK

By Feline Groovy

Chuck Rock's committed a major land-of-the-lost faux paux – he's lost his lady. Yep, Chucky let his guard down and a fellow stoner, Garry Gritter, jumped in and heisted Ophelia. If Chuck is ever going to be respected as a caveman and rock musician in the prehistoric community again, he must rescue his beloved cave-gal. Furious and womanless, Chuck lumbers off into the wild and wooly dinosaur infested jungles to begin his journey. It's a long way to the top if Chuck wants to rock and roll – this Stone Age adventure by Virgin Games covers 15 territories.

If Looks Could Kill

Prepare for complete visual and audio distraction! The graphics and the tunes, which by the way are different for every level, slam down on your senses like a ton of bricks – they're outrageous.



Land of the un-dead.

Prehistoric Bellyache

Chuck's not exactly, well, Olympic triathelete material. His less-than-luscious body proves to be a very valuable asset, however. Belly-whomping – is Chuck's claim to combative fame, but it requires some skill to perform, if you have the stomach for it.

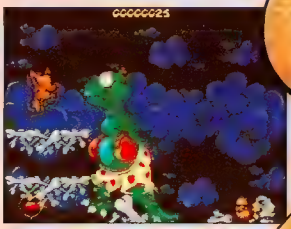
The drawback to Chuck's abdominal blasts is that they lack range. In other words, Chuck must get within dino-breath distance of his enemies in order to make belly-to-body contact. Prepare to take some time to grow accustomed to this unwanted closeness. If you find yourself in a tense situation, you can resort to Chuck's other talents, which are "chucking" boulders and jumping and kicking.

PROTIP: Chuck loses most of his uumph to jump while he carries large boulders. He can, however, use them as stepping-stones to reach high ledges.

Of Dinosaurs and Cavemen

Even cave people in the video dimension must fulfill a few basic needs, and Chuck is no exception. When he's not wrestling with a Pterodactyl or a man-size amoeba, Chuck must make use of those few, precious seconds to grab hold of meat hunks and hearts.

PROTIP: Keep Chuck under water just a little too long and, well, he sinks like a stone – permanently.



PROTIP: Your best bet to give the boxing Tyrannosaurus Rex a run for his money is to position Chuck on the top platform and jump, kick, and turn as quickly as you can.

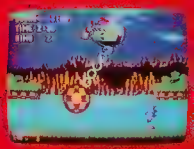
Rock-O-Rama

Take a walk on the wild side with Chuck Rock. This game's worth the bucks for the music and graphics alone. From the standpoint of challenge and gameplay, it's middle of the road – not too hard and not too easy. Take the time to listen through the full semi-animated music sequence Chuck and his rock band play during the title screen. You won't be disappointed. Move over Rolling Stones, the real roots of rock and roll are here.

Chuck Rock by Virgin Games
Price not available
Available Jan '92, 8 megs

HotHotHot

SUPER SEGA SAVINGS



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FATAL REWIND

By VideoHead

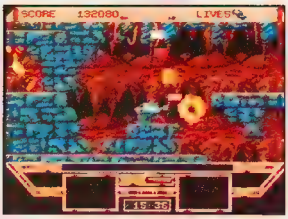
Electronic Arts is making its mark on the Genesis world by importing top flight games from personal computer systems; this time it's fatal...Fatal Rewind, that is. Amiga gamers know this as the near-legendary "The Killing Game Show" by Psygnosis.

The storyline is reminiscent of several sci-fi movies, "The Running Man" and "Robo-cop" come to mind. In a repressive futuristic society, you play a captured outlaw who's been stripped of his skin (Owww!) and placed inside a weird metal suit, which makes you look like "Robo-ostrich." To add insult to injury, you're also made the unwilling contestant on a deadly television game show, "Fatal Rewind," where you play for the ultimate prize – your life!

Dead Again?

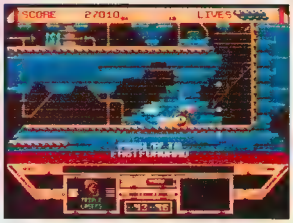
Fatal Rewind dishes out fatal fun for one or two players (non-simultaneous). You can set difficulty settings (Normal, Hard, and Hardest), Lives (1-5), or Continues (0-3) to suit your tastes. The cart displays its dynamite graphics in sideview perspective with both horizontal and vertical scrolling.

Your task is to climb from the bottom to the top of 12 Pits of Death (on six levels, two Pits each). Sound simple? Guess again. Each Pit is an intricately designed, trap-filled maze. You scamper across platforms and scale walls. All the while, you're under attack by Hostile Artificial Life Forms (HALFS). These flying,



This HALF is all squares. Blast them all!

segmented caterpillar things look like your geometry homework gone mad. To help you keep the pace up, Deadly to



Want to try again? Just Rewind and Fast Forward.

Organic Life Liquid (DOLL) gradually fills each pit. If this toxic ooze catches up to you or you fall into it, say sayonara.

What's unusual about Fatal Rewind is the "rewind." After making that fatal mistake, you can watch your error on instant replay, in normal speed or fast-forward. Take control at any time during the replay to try to beat death, again.

Fatal Attractions

As you boogie through each Pit, you can blast open canisters that contain tools and weapons. You find: Shape Keys (which deactivate force fields, create bridges, and more), Water Freezers (to

Water Freezer temporarily halts rising red DOLL.

stop DOLL, temporarily), and Oracles (these either display clues or a smart-aleck remark).

As for weapons, you start the game with a low-power blaster, but you can find nine shortterm use, high-powered weapons such as Triple Missiles, Laser Bolts, and Mine Sweepers.

PROTIP: Learn to use Water Freezer, but shoot very little as you do. Both use Button B.

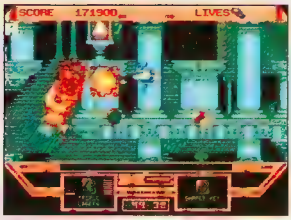
PROTIP: Always read the Oracles.

PROTIP: Don't use Energy Replenishers until it's absolutely necessary.

PROTIP: Always take a Shape Key, you can put it down at a higher location and use it later.

Jeopardy Takes on a Whole New Meaning

Fatal Rewind has the extras it takes to be great...an interesting story line, fine-looking graphics, and fresh music (not in



Triple Lasers will help in the last level.

stereo though). The mazes are intense brain-stumpers that require more than just moving and shooting. The final level, 6-2, is particularly complex.

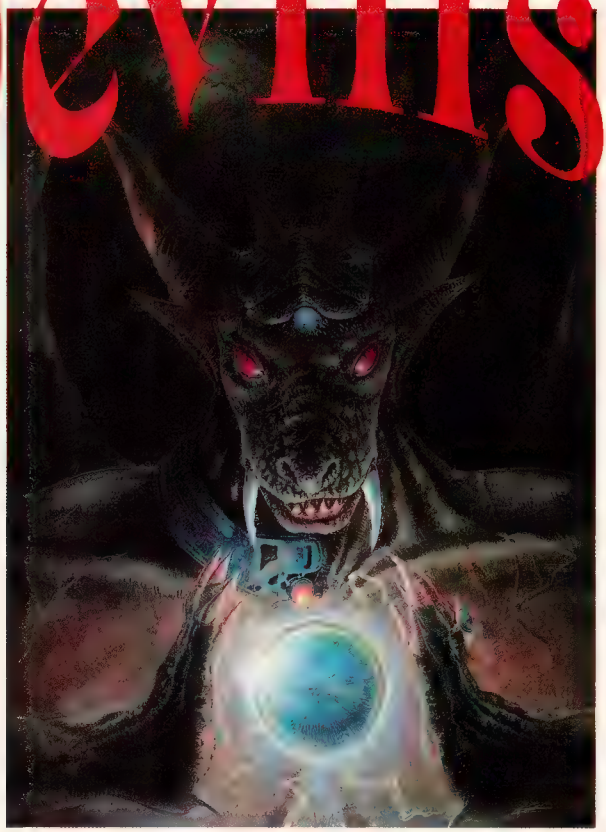
PROTIP: Sometimes combinations of multiple switch hitting are required to beat a level.

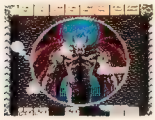
The gameplay, however, is a bit problematic. The directional pad and Button C both make you jump; press Up slightly as you move Left or Right and you might leap to your death.

Fatal Rewind is an excellent game that you'll play again and again and again and again.

Fatal Rewind by Electronic Arts
$49.95, Available now, 4 megs

Devilish™





Breaking Up Is Hard To Do.

Especially when you're playing this game. If you think you've seen this one before, you're right. And wrong. You see, our game is much, much, more complicated, with monstrous enemies, high-tech UFO's, and walls and walls of blockades. So we gave you two paddles, offensive and defensive, just to even up the odds. But don't get us wrong. You'll like this game. You'll just have a devilish of a time getting through it alive.

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OFFICIAL SEGA SEAL OF QUALITY

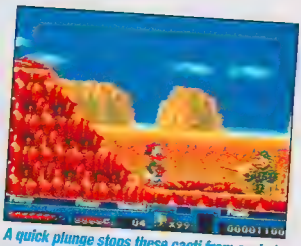
By Earth Angel

Donald was just ducky until he found an ancient treasure map. Now he's waddling off in search of the Great Duck Treasure. In Quackshot, by Sega, Donald Duck must wade through 10 levels of horizontally and vertically scrolling adventure-style gameplay to locate the missing loot. Gorgeous Disney graphics and animation bring Donald and his bird-brained enemies (Big Bad Pete, the Ducky Gang, ghosts, crafty cacti, and more) to life in a style similar to Fantasia and Castle of Illusion Starring Mickey Mouse. Now don't quack up – Donald defends himself via a few unusual devices – namely plungers! He also pulls some mean moves with popcorn and bubblegum. Of course, everyone knows Donald has a bad temper – but wait'll you see his Quack Attack. Donald's adventures look just quazy enough to be a big hit with fans of Sega's previous Disney adventures. Stay tuned for the next issue – we'll pluck this one in greater depth.

Quackshot by Sega
Price not available
Available November, 4 megs

If Donald doesn't hurry his goose is cooked!

When Donald chows down on too many hot peppers he loses his temper and flies off the handle in a major Quack Attack.



A quick plunge stops these cacti from exploding and making instant duck shish-ka-bob.

Donald's ancient treasure map shows him where to hunt for the treasure.

Donald's sneaking off on webbed tippy toes for the adventure of his life.

Shiver me timbers, Donald's marooned on a Viking ship!

Donald doesn't stand a shot of a chance if he lets himself get spooked.

2031 A.D.

When they finally developed an 8-way TV, Dan was able to play all his favorite games at once. (Of course, it took 40 years to master them all!)

If you're sick of games that don't stand the test of time, sit down to the challenge, excitement and innovation of this radical collection from Renovation...and just see how long the fun can last!

RENOVATION

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SEGA GENESIS 16-BIT CARTRIDGE

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SUPER NES

PRO REVIEW

By Mr. Dynamo

A wild and ruthless crew of mercenaries has devastated the kingdom of Aslan. The dastardly perpetrators of destruction are the arms dealers of the sinister Project 4. Their mercs now control every area of the country except one...Area 88. Fortunately, that's the hangout of some of the finest pilots in the world: the UN Squadron.

The Squadron has been waiting for the right moment to put an end to the evil forces of Project 4. Now the time has come.

Mission Briefing

Capcom's UN Squadron is a hard-hitting, horizontally scrolling, aerial combat shooter. To complete your mission, you must conquer 10 Areas, ranging over air, forest, desert, and sea.

This desert's deadly!

You begin the game by choosing to play one of the UN Squadron's three finest pilots. They are: Shin Kazama, the squadron's top gun and the fastest character to power up; Mickey Scymore, special weapons expert; and Greg Gates, who has the most flying time under his belt.

PLEASE SELECT PLAYER
SHIN
MICKEY
GREG
Able to fly even the most damaged plane. Greg has been the sole survivor of many dangerous missions.

PROTIP: Use Greg Gates. He's your best shot because he can recover from a hit faster than any other pilot.

Before the battle UN Squadron leader Commander Saki greets you in the briefing room where you choose your field of battle. Saki provides information and strategies about your target. Next, it's off to the hangar where Crew Chief McCoy eagerly awaits you. He inspects your aircraft and later he sells you special weapons – if you can afford them.

PROTIP: Use these three aircraft to win the game. First, the F8E Crusader, second, the A-10A Thunderbolt, and third, the F200 Effect.

Supersonic Strategies

UN Squadron isn't just a mindless shooter, it's also a game of strategy. For instance, some special weapons only work with certain aircraft, and you'll discover all too quickly that out of the six aircraft only certain planes can get you through a given area.

PROTIP: Save your money. You'll need it later. Also, save your special weapons until you reach the Boss. With the right jet you can make it through an Area without using special weapons.

More importantly, you must rack up points by blasting bad guys. Points convert into money, which you use to upgrade your aircraft as well as purchase special weapons. As you fight in an area, you can power up your Vulcan cannon and pick up tasty treats such as shields, fuel tanks, and special weapon ammo.

Watch out for Tanks hiding in these trees.

PROTIP: Just before you fight the Stealth Boss, fire your Vulcan Cannon at the upper right corner of the screen. A blue pod will appear. Grab it to partially refill your fuel tanks.

PROTIP: To defeat the Sub boss in the submarine level, wait until it submerges, then drop bombs on it while it's underwater. The bombs still cause damage.

A Dog-Eat-Dogfight

UN Squadron first blazed through the arcade skies of Japan, where it was released as a coin op called Area 88. As usual, Capcom did a great job converting the game to the SNES.

Inside sources tell us that this cart has three different endings. Good luck trying to find this out. UN Squadron is one tough customer!

If you don't believe the hype about SNES games, UN Squadron will open your eyes. If you're an aerial shooter ace, you can't let this one fly past you.

GamePro's Game Rating System

UN Squadron by Capcom
$59.95, Available now, 8 megs

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FINAL FIGHT

By Slasher Quan

So, yer lookin' for a fight, eh? Well, step into the alley and prepare for a two-fisted Super NES slam-bang slugfest. Final Fight is home from the arcades.

You've read about the Japanese best-seller in GamePro, now you can beat-up the bad guys in the American version. Capcom's five level, 16-bit head-banger is almost a carbon copy of the fabled coin-muncher, however, this rendition allows for just one street fighter to play instead of two.

Get Physical

Gang warfare is no laughing matter in Metro City, and the local terrorist group, the Mad Gears, just upped the ante – they've kidnapped the Mayor's daughter, Jessica. If Mayor Haggar doesn't meet their demands in 24 hours, it's curtains for Miss Jess and possibly the entire city. Mind your backs Mad Gears'. When Haggar (a former pro wrestler) gets mad, watch out! Metro's gonna' be rockin' and rollin' with punches tonight!

Play as either Mayor Haggar himself, a brawny muscle-bound brute (when he sheds his suit), or as Jessica's boyfriend Cody, a kickboxing pro. They're both lean and mean, but take these boys for a test run first, then decide whether Haggar's raw strength or Cody's blinding speed better suits your fighting style.

PROTIP: Both characters use spectacular spin moves, but it wears out their power. Save it for tight spots and bosses.

PROTIP: Use enemies as weapons! Pick one up and shoulder-flip him onto the others.

Punk Patrol

It's hard to keep track, but Final Fight's body count easily reaches triple figures. From "wimpazoids" such as Simons to towering behemoths such as Andore, the creeps run the gamut of vicious fist-flingers, knife-wielders, and death-dealers. The bosses are a real slap in the face, and your chances for survival improve if you enter into a battle well prepared. Chomp down energy-boosting food or seize a sword, pipe, or knife for that extra edge. If it makes you feel any better, you begin with five chances (which can be increased if you earn enough points) and three continues. Good luck!

PROTIP: Don't munch edibles until you really need them.

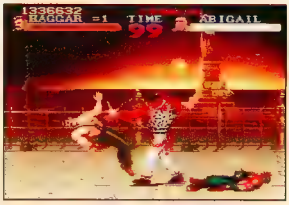
PROTIP: Use your spin attack to block rolling barrels.

PROTIP: To avoid a trio of flame-throwers, move to the bottom of the screen and smash the first one before he attacks. The other soldiers' firebombs will fall off harmlessly.

PROTIP: Give Thrasher the boot with your hold-maneuvers. Watch out when he whistles for reinforcements.

PROTIP: Rapid punch Katana, and when he drops his blade don't pick it up! Instead, apply a flying foot to knock him away.

PROTIP: Use aerial assaults to weaken EDI-E, and when he pulls out his pistol, move in for a quick body-slam.



PROTIP: Try a spin to counter Abigail's mad charges.

PROTIP: Run under a Level Five chandelier for a free barbecue.

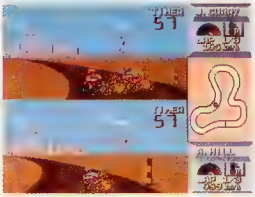
PROTIP: When big boss Belger appears, hit him immediately so he drops Jessica. Then move in and clobber him with the spin move. Do this over and over, each time he tries to get up, and he's road pizza.

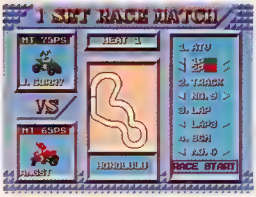
The Good, the Bad, and the Ugly

A few of the missing arcade qualities, such as the woman warriors, two person gameplay, and, yes, even the nasty blood spills are sorely missed in this SNES version of Final Fight, and there is the occasional intrusion of sprite-flicker. A few more levels would have been nice, too, but, hey, we can't have everything. Flaws aside, if you're up for a generous dose of amazing animation, rip roarin' music, strappin' sound effects, and just plain adrenalin-pumping fun gameplay, seriously consider getting a grip on Final Fight!

Final Fight by Capcom
$59.95, Available Now

SCRATCHING ATV BEASTS





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namco
The Game Creator

LEMMINGS

By Earth Angel

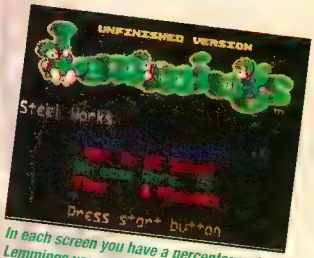
You've heard about Lemmings...they're those strange little creatures who'll run right off cliffs, one after the other, in a suicide game of follow-the-leader. Well, step right up and join S.A.L.C. (Save A Lemming Campaign). Sunsoft's about to give you the opportunity to volunteer your services to lead the Lemmings out of disaster and into the promised land. Here's a preview of Lemmings, due out in early 1992 This cart (Of PC/Amiga fame) has over 100 different screens and four different difficulty levels. In each screen your task is to figure out how to safely get as many Lemmings as possible from Point A to Point B. Since the Lemmings are fond of blindly marching to their doom you're granted special powers that enable you to extricate them from the brink of disaster. For example, you can transform a Lemming into a Blocker who'll keep his buddies from walking into bubbling lava, or you can create a digging Lemming who carves out a tunnel for his friends. Saving the Lemmings doesn't seem so tough at first but as the obstacles mount you'll find you're ready to follow any Lemming off the nearest cliff!

Lemmings by Sunsoft
Price not available
Available February '92, 4 megs

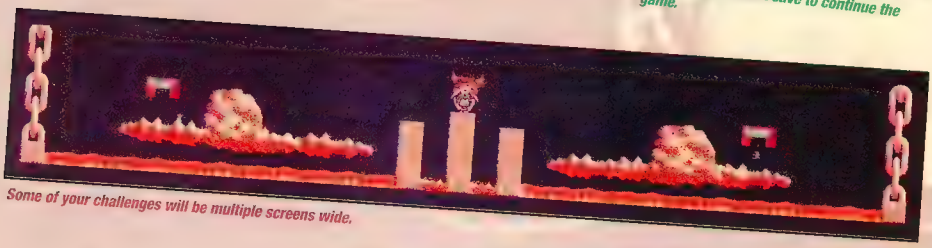
If you get stuck and you want to give it another try, you'll have to "nuke" all your Lemmings and start all over again. It's not a pretty sight, but someone's gotta' do it!

Lemmings don't survive long falls, and they make an awful mess when they land. But hand one an umbrella and he'll float to the ground with the greatest of ease.

The Lemmings just keep marching to their fate – but you can speed them up or slow them down if it suits your purposes. For example, once you set up a safe path to paradise for them, speed them up so you don't have to wait all day for them to get there.



In each screen you have a percentage of Lemmings you must save to continue the game.



Some of your challenges will be multiple screens wide.

THE ROCKETEER

By Andromeda

One of this summer's hottest movies looks to become one of this upcoming year's hottest SNES titles as The Rocketeer soars your way this spring. Using digitized graphics IGS has captured the look and feel of the movie in their first SNES title. This action/adventure cart closely follows the plot of the movie and has some of the best looking SNES graphics we've seen to date. Check it out in this sneak preview.

The Rocketeer by IGS
Available Spring '92

Episode Two: The Shoot Out

This episode screams into action as the Nazi Officer grabs Jenny, Peevy, and the Rocketpack. Cliff chases the Nazi Rocketman and the SS Officer's aircraft, guns blazing in aerial combat action. It's up to Cliff to rescue his friend Peevy and his girl.

Episode Three: The Chase

Once Cliff has the Rocketpack in hand he jets after the Nazi aircraft. If he successfully battles his way to the plane, he can rescue Peevy, but Jenny is still a captive in the giant Zeppelin.

Episode One: The Air Races

In this episode our hero, Cliff Secord, takes to the skies to race in one of four planes. If Cliff wins two races he gets to climb aboard the Cirrus X-3 and compete in the main event. Meanwhile, a Nazi Rocketman and an SS Officer get ready to snatch Peevy, Jenny, and the Rocketpack.

Episode Four: Armada

Using the captured Locust aircraft Cliff and Peevy fly through the skies in search of the Zeppelin. To reach it they battle Flying Tanks, Missiles, and Air Mines.

Episode Five: Rescue!

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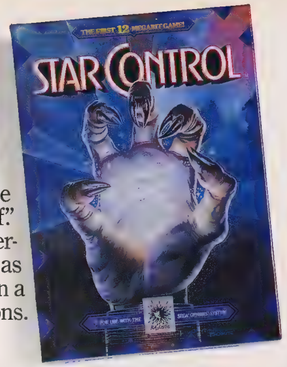

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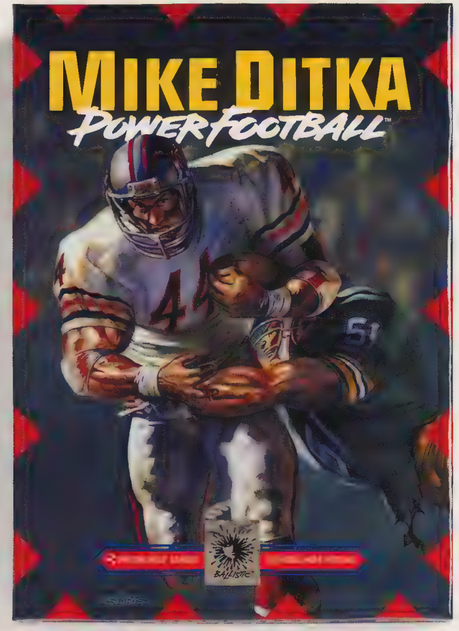

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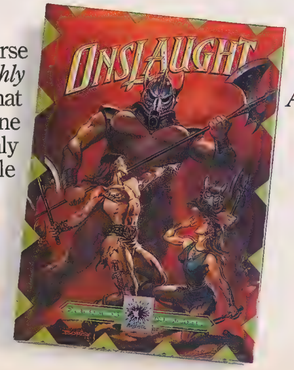

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Super Adventure Island

By Andromeda

Everyone's favorite island-hopping dude, Master Higgins, is gearing up for his very first Super NES adventure. Here's a first look.

Higgins thought his days of chasing after Witchdoctors and other island baddies were over. He was just settling down to bask in the sunshine with his gal pal and munch on the various island delicacies when a strange being appeared. Faster than Higgins could peel a banana his friend was turned to stone. Now the Master must search for the cackling weirdo who gave his girl a heart of stone.

This 8 meg action/adventure game is an entirely new chapter in the Adventure Island saga with multiple different levels, including bonus rounds, of hop and bop play. Higgins searches through jungles, mines, caverns, snowy mountaintops, and even dives underwater to track down the culprit. Along the way he snags special weapons such as boomerangs and axes to defend himself, and this time around he also has a Super Jump that enables him to go where no Higgins has gone before. Look for this title to appear sometime mid-spring. We'll have more soon!

Super Adventure Island by Hudson Soft, Available 1st Quarter '92, 8 megs

These bigger, badder bosses make the previous Adventure Island bad guys look mighty lightweight.

Higgins can toss weapons, like these handy boomerangs, in the middle of regular and super jumps. This enables him to pull some smooth moves when he gets in the middle of a tight spot.

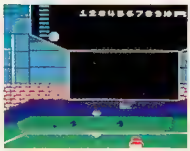
Higgins still likes to hop on a board for some action in the fast lane.

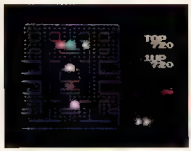
Master Higgins and his favorite girl are in for a big surprise.

À la Indiana Jones, Higgins climbs on board a mine car for the ride of his life.

Higgins can swim like a fish...and he's a lot faster that this rotund walrus.

Double Action, Double Fun on Game Gear





BATTER UP

BATTER UP has hard-hitting power, screaming line drives, impossible diving catches and sizzling pitches. Whack that fast-ball into the grandstand! Hurl hair-raising curve balls past the batter. Leap to snag mile-high fly balls. You control the lineup, call in pinch hitters and relief pitchers, even bunt and steal bases. Choose from 14 teams, two stadiums, plus five and nine-inning games. With two Game Gears, challenge a friend to create your own world series.

PAC-MAN

Here's PAC-MAN, zipping around the maze munching yummy ghosts. If they catch him, he's ghostflakes! Chomp down power dots and fruit treats for big bonus points. Connect two Game Gears for extra ghost-mania. Choose different rounds to even up the competition. When you gulp a ghost, it pops up in your friend's maze. Then he's got double trouble, and you've got the points!

namco
The Game Creator

Namco Hometek, Inc.
3255-1 Scott Blvd. Suite 102
Santa Clara, CA 95054-3013

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Smash TV

By Speedy Buns

In ancient Rome citizens entertained themselves with an afternoon of blood lust at the Colusseum. Time warp! Travel to the future -1999 to be exact – and you'll discover that the ancient sport of fighting for the ultimate prize – your life – has once again become popular. This time around those with a craving for violence have only to hit the switch on their TV to tune into Smash TV, a top-rated game show that pits one or two contestants against human, humanoid, and inhuman opponents in the ultimate battle for survival.

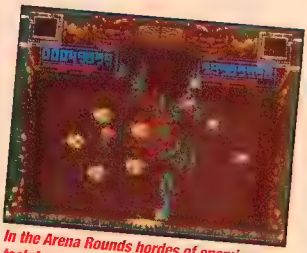
If you like to do more than just watch, grab a controller and become a contestant yourself. The crowd's not on your side as you enter the closed arena. You'll have to use sophisticated weaponry and grab the right power-up in order to nail the likes of Mutoid Man, Scarface, and Cobra Head. If you win, you'll win big and earn cool game show prizes like VCR's and vacations. If you lose... well...let's just say you won't need a VCR or a vacation.

Smash TV by Acclaim

A kinder, gentler game show?

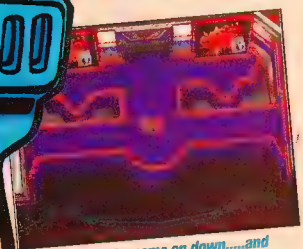
Grab the right special weapon to mangle Mutoid Man before he mutilates you. The contestant here is trying to launch a rocket at the monstro's head.

Go head-to-head with the Cobra in a life-or-death struggle that's sssssimply sssscary.

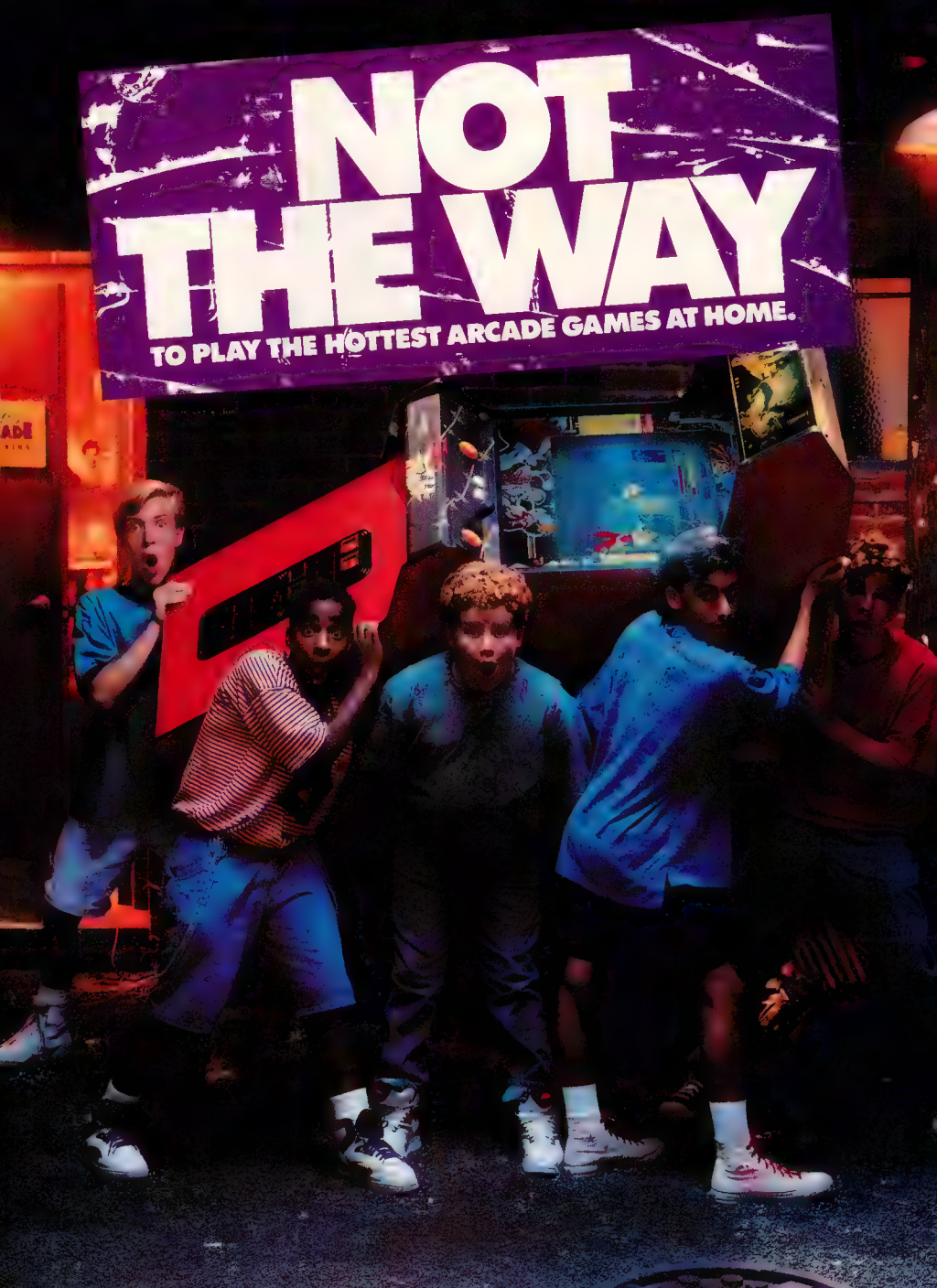


In the Arena Rounds hordes of enemies attack from all sides. Here venomous vipers are slithering in for the kill.

Get ready for a "smashing" time.



Hey contestants, come on down.....and fight for your life.


NOT
THE WAY
TO PLAY THE HOTTEST ARCADE GAMES AT HOME.

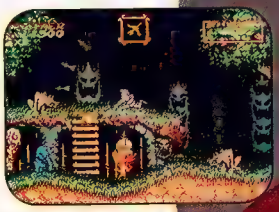
The arcade is still a way cool place to hang with your friends. But you can't always be there. You can however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

THE

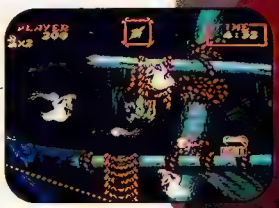
TO PLAY THE HOTTEST

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.



Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.



Ghosts appear —and disappear on the haunted seas, use your haunted sickle and you may survive—without it, say goodbye!

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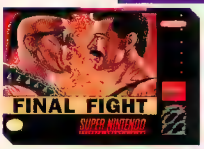
WAY

ARCADE GAMES AT HOME.

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.

Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

More Mad Gear Gangers await on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

U.N. SQUADRON.

Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs of your own. The freedom of millions depends on you, so strike hard and strike often.

At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.

CAPCOM USA

ARCADE SERIES

TURBOGRAFX-16

PRO REVIEW

By The Pizza Boys

Cadash by Working Designs is one of the best "rescue-the-princess" games you'll ever see, mainly because by the time you're five minutes into it you won't give a rip about the princess, where she is, or even who she is. But for your information, who she is is Princess Sarasa of the land of Deerzar and some bad guy named Baarogue bagged her. In fact, Baarogue could have kidnapped an elephant, and you'd still wanna' play this cart.

The Mage powers up fire spells.

PROTIP: To defeat the first blob boss the Mage can use two blasts of the Sword Spell, and the Priest can use diagonal blasts from her Flail.

Fantasy Campers

Cadash is a sideview, horizontally scrolling sword and sorcery game for one or two players that's made the trip from the arcades into the TG-16. It isn't organized into levels per se, although you face seven boss creatures. Instead, the cart allows you to move back and forth through different areas. In fact, backtracking to re-question townspeople is critical.

Revisit towns and talk to townsfolk again.

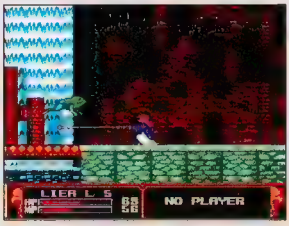
To begin, you pick one of four characters: the strong Fighter, who's quick with his sword; the Mage, who casts awesome spells; the Priest, who whips a wicked Flail (a mace on a long chain) and casts healing white magic; and the su-per-quick Ninja, who tosses shurikens like mad. As in any RPG, this quest crew builds up skill levels – Strength, Armor Class, Agility, Hit Points, and Magic Points – as they vanquish monsters.

PROTIP: The Mage can cook...literally. As his Levels increase he learns spells that enable him to toss fireballs and set the ground ablaze.

PROTIP: Leave that Turbo switch up on your weapons! If you're playing the Ninja, slide both switches up. Hold down both buttons and press the directional pad in the direction you want to move. You'll wipe out bad guys before they get close.

Three Games In One

Cadash is a unique blend of RPG, quest, and arcade action – practically three games in one. You explore towns to get clues about the terrain ahead, heal your wounds, and buy better weapons (50 different kinds go on sale). Then, in the caves, you fight off disgusting blobs, sword-swinging skeletons, web-spitting spiders, club-toting pigmen, and 26 other nasty critters.



The Priest's Flail is a powerful weapon.

No Continues? No Way!

Yes way. One life and no continues! Cadash is rough, however, if you had continues, it would be your worst video nightmare: The-Game-That's-Too-Easy-And-Cost-You-Sixty-Bucks! Without the continues, you've got a great cart with great challenge.

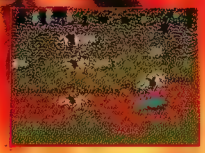
PROTIP: Power up in the first round! Pound on the easy bad guys until you max out your levels. Enter the first cave, descend to the second floor, head left, and then pick-off the pigmen. They keep coming as long as you don't cross the water. Then at the next town, the M.D. maxes your energy.

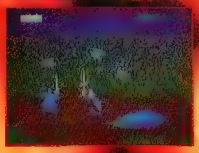
Cadash Is Magic

Cadash is the best thing to show up for the TurboGrafx-16 in a while. Its crisp, realistic graphics look like Legendary Axe II's, and some bosses are huge. However, the sounds and music are anemic, but not fatal.

Cadash is a unique, well-balanced blend of action and RPG that will stay fresh for months to come – even if you've gotta' rescue some tired ol' princess babe. It's the journey, man, not the destination.

Cadash by Working Designs
$61.95
Available now, 4 megs





"A video game to match the movie hit!...It's almost like you're in the movie!" NINTENDO POWER, July, 1991

"You'll rob from the rich and give to the poor in this extremely detailed roleplaying adventure!" GAMEPRO

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PRO REVIEW

Champions Forever Boxing

By Road Kill Warrior

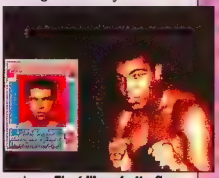
Imagine joining the ranks of the boxing greats. Impossible? Not if you pick up Champions Forever Boxing, NEC's first boxing cart.

You Can Be a Contender

Here's your opportunity to fight Ali and four other heavyweight champions with this knockout cart, and they'll never lay a glove on ya! You're just an average fighter trying to make a name for yourself. If you're out of practice, however, that name might end up on a tombstone!

Larry Holmes climbs into the ring one more time.

Champions Forever offers two different modes of play, Exhibition and Career. If you choose Exhibition mode you've got a one shot chance against any of the five champs. Career, however, enables you to fight through a simulated 15-year career. To win, your fighter must stay ranked number one longer than any of the five computer champs!



Float like a butterfly, sting like a bee.

The most striking thing about Champions Forever is its sounds. What other game offers a rap soundtrack, complete with real voices? In fact, the music and sound effects in Champions Forever are among the best heard in any game. And the graphics feature real pictures of each champ.

The fighting in Champions Forever is pretty basic. You get four standard body punches and two types of blocks. Each boxer has his own "showboat" move to taunt the other fighters, too.

PROTIP: Low on stamina? Dance around your opponent - the ring has plenty of room. By avoiding contact you're also avoiding a knockout.

PROTIP: When you're face to face with your opponent nail him with an uppercut to do the most damage.

The real challenge in the game is trying to master the complicated controls. However, even with all the thumb sweating you do, the moves still look stiff.

The Sweet Science

When the judges make their call, Champions Forever does a decent job of bringing boxing home. As in real life, the champs may be shadows of their former selves, but don't take them lightly.

Champions Forever Boxing by NEC
$61.99
Available now
2 megs

Andre Panza's Kick Boxing

By Road Kill Warrior

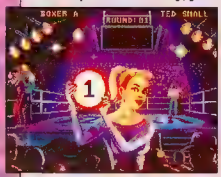
Learning how to kick box is tough – make one mistake and it's lights out. If you want to practice without getting hurt, face off with Andre Panza's Kick Boxing for the TurboGrafx-16.

Not Just for Kicks

Andre Panza is the reigning world champion of kick boxing. You don't mess with him in real life, but even his hot new cart might make you sweat as you turn on the power! In order to be the next kick-boxing champion, you'll have to bust up seven of the toughest boxers ever seen on a video game screen. This is some of roughest legal fighting you're likely to encounter.

Practice makes perfect.

Your boxer can fight using any one of eight styles. Each boxer is rated in several categories, which range from strength to reflexes. To make it to the top, your boxer is going to need some serious practice. Luckily, you don't have to take your lumps against the pros; a training room is available. Sharpen your skills there, or you can just take out your frustrations on the meanest punching bag your trainer can find.

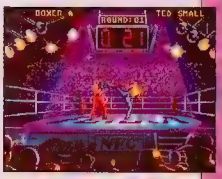


Round 1 is about to begin.

PROTIP: To get the best score on the strength test, slide the turbo setting for Button I to the maximum.

The animation in Andre Panza's Kick Boxing is silky smooth, although the characters are a bit small. And the sound – well, let's just say your neighbors might call the police when they hear some of the effects this cart puts out.

The two player combat mode is nice, if you want to beat up a friend, but the real action happens when you take on the tournament mode. There's a password feature, so you won't have to spend eight straight hours just so Panza can turn you into pizza.



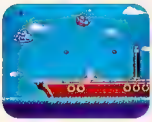
PROTIP: When you fight Panza, try to take him down with a variety of kicks. He can block most punches.

Referee's Call

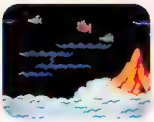
Andre Panza's Kick Boxing is a powerful cart with knockout graphics and ear-shattering sound effects. Stay on guard, or Panza will make you punchy!

Andre Panza Kick Boxing by NEC
$51.99
Available Dec.
4 megs

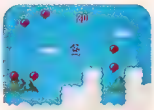
Just plane fun.



You'll have to do some fancy flying, because bubbles mean trouble on the high seas.



Hey! Thunderstorms and mountaintops are dangerous enough, but sharks in the sky? Crazy!



Every balloon you pop with your air foil means valuable points.

If you love TaleSpin on T.V., this video game will be the flight of your life. The ups and downs come faster than you can say Mini Sea Duck, as Baloo and sidekick Kit Cloudkicker fly their trusty plane to pick up and deliver valuable cargo. But danger lurks behind every cloud with Don Karnage's pirate gang, who'll do anything to mess them up. Make sure you're first for takeoff when TaleSpin lands at your store.

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By Ugg the Bugg

Since it first crawled out from the Amiga, It Came from the Desert has practically become a CD-ROM legend in its own time – and now it's finally about to hatch. We saw a version that's still in its larval stage, here's a preview.

Bugs that Glow in the Dark

You play Buzz Lincoln, loner and outcast; a typical high school senior in decrepit Lovelock, formerly known as "Atomic City" before the nuclear testing facility was shut down. Unfortunately, the nuke boys unwittingly left behind a little...err, big surprise – ATOMIC ANTS!!!

Their leader is an ultra-intelligent, mutant queen called the Antmind, who plans to build an A-bomb to turn Lovelock into a nuclear slag heap. To carry out the scheme she's created Antdroids, bio-robots who look like people. They have the power to enslave the other characters – including you!

It Came from the Desert combines horizontal sideview and overhead view arcade style combat with RPG style detective work. The game uses live actors, digitized as in Sherlock Holmes Consulting Detective, but the super smooth animation-to-voice will blow you away!

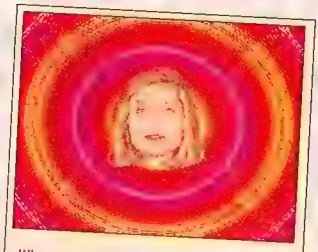
You must collect evidence by visiting places and interrogating characters to convince the authorities that they've got a huge pest problem. Don't expect idle chit-chat. There'll be at least three thumb-bruising arcade games woven into the CD. In the Antdroid Arcade Game, you try to zap a horde of bugs before they eat a poor townsperson. To get the Queen you fight a horizontally scrolling Tunnel Combat Game against gigantic soldier ants. Finally, in the Main Battle you command planes and soldiers against the big bugs from an overhead view.

Ant-ticipation

This game definitely has more than a few bugs in it – which is great! It Came from the Desert looks like it's going to be worth the wait.

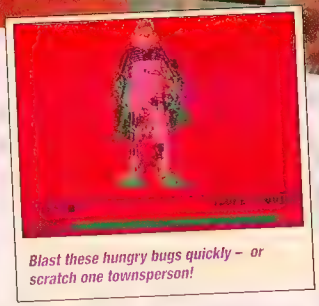
It Came from the Desert by NEC
$61.99, Available December

The Sheriff's got it all wrong – or is he an Antdroid?



When you sleep, your dreams unveil clues!

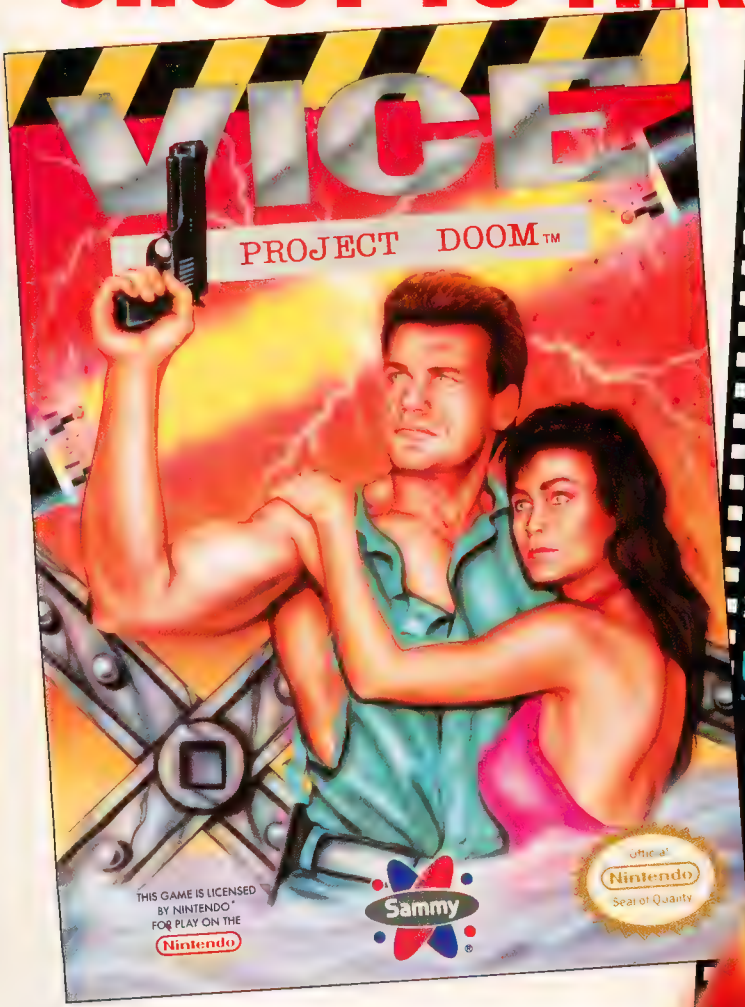
The Antmind wants you!

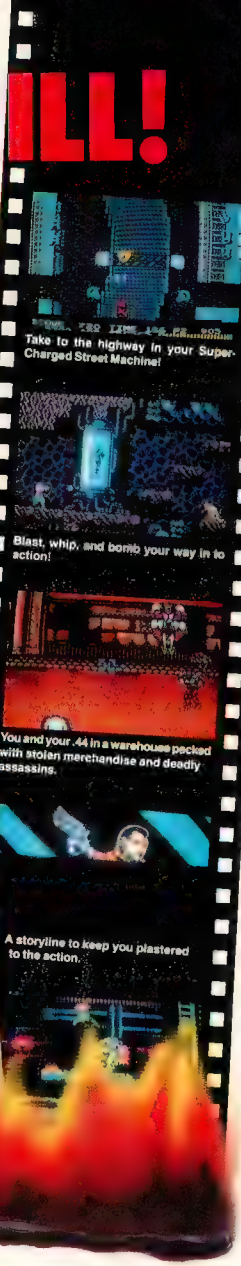


Blast these hungry bugs quickly – or scratch one townsperson!

Pest control on a large scale!

SHOOT TO THRILL!




Take to the highway in your Super-Charged Street Machine!
Blast, whip, and bomb your way in to action!
You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.
A storyline to keep you plastered to the action.

Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

A new force has risen and Hart finds himself plunged into a conspiracy of terror!!

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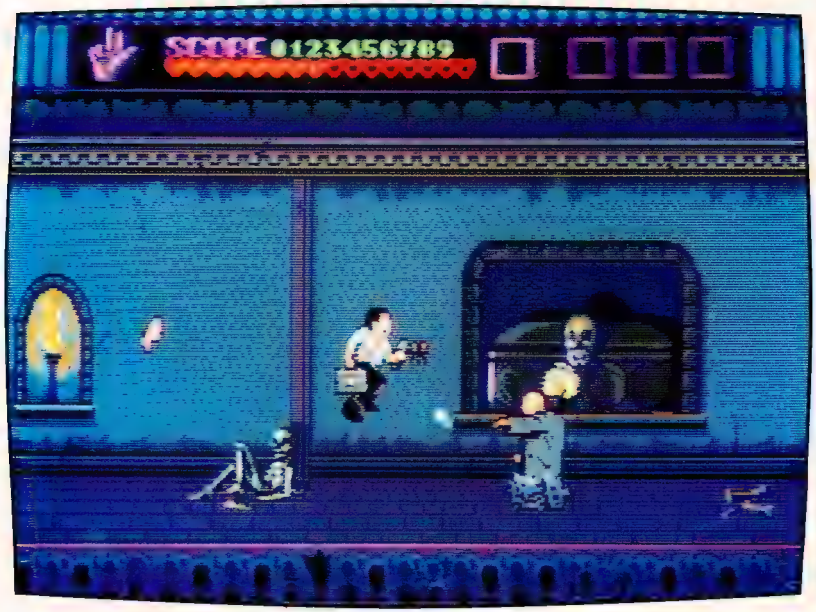
JUST TRY TO BEAT

The Addams Family™



Fester's memory is shot. And so are you if you're not careful.

AT THEIR OWN GAME.

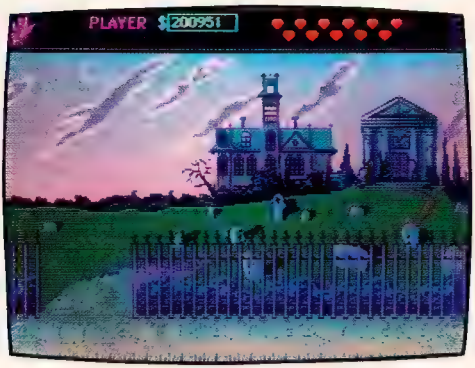
You're Tully. You're a lawyer. And you're a goofball. At least that's what the normal all-American family, the Addams Family, thinks.

Luckily Gomez thinks you're O.K. He'll give you part of his treasure, that is, if you can outwit his eccentric clan.

Get ready for surprises as you search through their sprawling 30-room mansion. Some family members will give you clues. Some won't! But don't expect Thing™ to lend you a hand, or Pugsley, for that matter. He's got a chemical arsenal waiting in his diabolical lab. It could be an explosive situation.

In this game, the stakes are high. Defeat Gomez and the treasure's yours. If you can't beat 'em, join 'em. You might fit right in.

Gomez sharpened his sword. Fester loaded his shotgun. Thing even got a manicure. Let the games begin.



Now's the time to decide. If you want to play it safe, don't even go through the gate.

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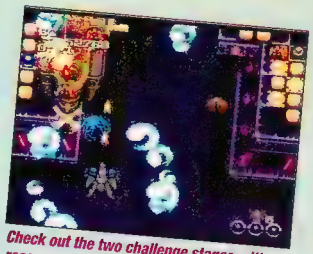
ProSpects

Spriggan

By Doctor Dave

If you liked the robo-mech shoot-em-up action in MUSHA for the Genesis, you'll go nuts over Spriggan '91 for the PC Engine CD-ROM; it's far better! Compile of Japan programmed both games. Spriggan's seven levels are loaded with awesome graphics, dynamite explosions, fierce enemies, outrageous bosses, and more power-ups then you can count! Your arsenal is based on the three elements: Earth, Wind, and Fire. Each elemental weapon can be powered up three times. Grab a power-up orb and that wimpy, gusty Wind-weapon suddenly charges up into a full blown tornado! You can even mix and match elements; combining Wind with Fire, for example, produces something resembling raging, blowing gusts of fire. Unless you've got a line on Japanese games, keep your fingers crossed and hope that they port this incredible aerial combat cart over to the TurboGrafx-16 CD-ROM. It's a natural.



Check out the two challenge stages – it's a race against the clock to earn mega points.

Look out below! This boss attacks from beneath the clouds!

Things can get pretty hairy when you head straight up a waterfall – at full speed!

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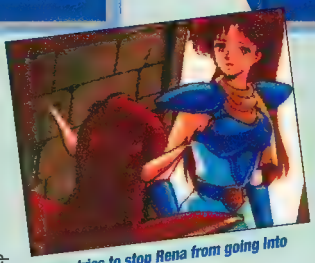
valis IV

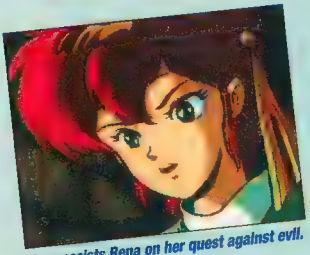
The Valis saga for the PC Engine CD-ROM has taken Japan by storm. The storm rages on in Valis IV, the newest installment in the epic video adventure. Each of the Telenet Japan creations has been better than the last – this one's no exception. Valis IV's been updated with multi-scrolling, bigger sprites, and larger animated sequences, and you control three characters, two heroines and one hero. Rena and Amu are the two female warriors and your man-power, Asufae, is an enemy defector. Former Valis stars, Cham, Valna, and Yuko, cross your path on occasion (you can't play them, though), usually during the animated sequences. As the story has become more intricate, so has the hack-n-slash action. This game packs incredible challenge with each level increasing in difficulty. You may have to wait a while to see this CD hit the U.S. shores, but it's worth the wait.



Cham tries to stop Rena from going into battle.

Rena jumps for the kill in Level 1.

Amu cuts loose with a scorching boomerang weapon!



Amu assists Rena on her quest against evil.

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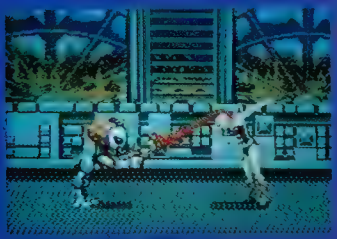

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SEGA MASTER

PRO REVIEW

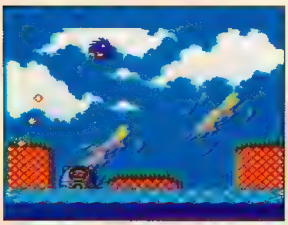
By Earth Angel

Evil Dr. Robotnik has transformed all of the forest critters into robots. There's only one creature with the guts, the speed, the determination and the hair required to stop the Doctor – and that's, of course, Sonic The Hedgehog.

Sonic Boom

Sonic's made a name for himself via the Genesis, so why not go to a romp on the Master System too? Genesis Sonic fans are probably wondering how you can do all that great 16-bit stuff on an 8-bit system – well, you can't do it all. But Sega came pretty close!

Your goal in this cart is the same as in the Genesis version. Battle Robotnik and save the forest creatures. Also like Genesis Sonic there are six levels of horizontally and vertically scrolling lightning fast action, each with two acts and a boss battle. The graphics are top of the line for an 8-bit system. And Sonic's trademark speed is fairly intact – in fact, it's just about the fastest 8-bit game you're likely to see.



PROTIP: This Level 2 boss is easy to beat. Just stand on the middle platform, bounce and bop Robotnik when he appears, jump to the side platform to draw his fire, and then jump back to the middle platform. Repeat this procedure eight times and he's done for.

Hedgehog Hazards

The gameplay will be as comfortable as an old pair of shoes to Sonic fans. Each Act is packed with familiar hair-raising obstacles, including perilous cliffs, deadly spikes, and cascading waterfalls. There are also new obstacles such as see-saw springboards and a log-rolling contest.

Sonic rocks and rolls through each level, grabbing gold rings and bouncing on bad guys. If a foe bumps into Sonic or zaps him, he loses all of his rings. If he isn't carrying any rings, he's history.

PROTIP: Bounce at least three times on Level 2's see-saw springboards to get the maximum height when you jump.

PROTIP: Grab 100 golden rings for a 1-Up.

PROTIP: Carry at least one ring at all times!

PROTIP: There's a hidden 1-Up in Level 1, Act 1. It's located in a Palm Tree with a Totem Pole to the right of it.

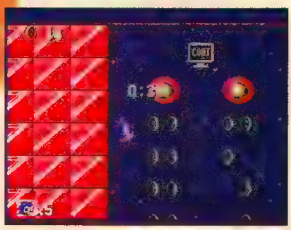
PROTIP: If you make it to the top of Level 3, Act 2's treacherous waterfall, you'll find a 1-Up on the left side of the screen.

Follow the Bouncing Sonic

If Sonic manages to carry at least 50 rings to the end of an Act he bounces to a bonus round. In this bonus round, unique to the SMS version of the game, Sonic bounces his way through several giant pinball machines (he's the ball) and tries to grab special bonus items.

PROTIP: Go right at the beginning of Level 2's boss stage. You'll find a 1-up.

PROTIP: Sonic can grab a Continue, a 1-Up, and enough rings to earn yet another 1-Up all in one bonus round. But if he doesn't get to the sign at the end of the bonus round before time runs out, he doesn't earn the items.



Super Sonic

The Master System Faithful can be thankful that even though the flow of titles has slowed to a trickle, carts like Sonic the Hedgehog make them well worth waiting for. Sonic speed, graphics, and gameplay – you can't touch that!

Sonic the Hedgehog by Sega
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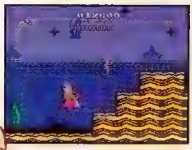
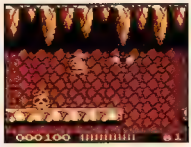
Master the Islands!





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GAME BOY

PRO REVIEW

By Slasher Quan

You never know where the Teenage Mutant Ninja Turtles might pop up next. They're on the silver screen, in comic books, and even in your cereal bowl. But best of all, they're on the Game Boy one more time in Teenage Mutant Ninja Turtles II: Back from the Sewers!

Shred Again

That's right, after the Turtles totally trounced the Foot Clan in their first hand-held encounter, Shredder and Krang called on the powers that be for a new army and another chance to make shell sandwiches. Konami answered, and

Get your kicks with Turtle Power!

Shred-head seized April O'Neil as bait for another turtle trap. Now the bad boys in green are "Back from the Sewers" to stomp the Foot out of existence for good.

Shellback Switcheroos

America's favorite reptilian vigilantes are all here: born leader Leonardo, wise-cracking Raphael, computer wiz Donatello, and that mischievous pizza-monger himself, Michaelangelo. You can choose

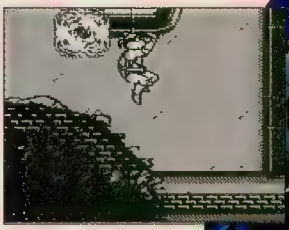
Donatello's slow, but he swings a mean Bo!

your favorite each time you beat a level or when you're captured. Rat-Master Splinter also appears occasionally to lend a hand between levels.

PROTIP: While each Turtle's weapon-speed and range varies, their damage capabilities are identical. Still, Donatello's Bo is best against bosses because of its long reach.

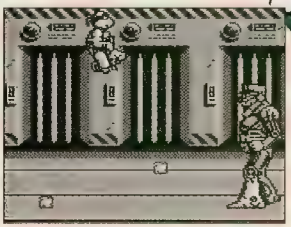
Cowabunga Kung Fu

Sewer patrol is no day at the beach for our heroes in a halfshell, so they've mastered new moves for their second black-and-white brawl. They can still slice-n-dice with their trademark weapons and stick it to the villains with flying karate kicks. Even better, now the dudes can

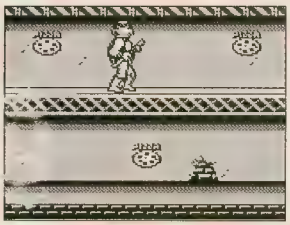


Turtles can climb hand over hand across overhead scenery.

grab and hang on to ceilings à la Strider. They need every advantage in this side-view, 360 degree scrolling fight for the turtle way of life, so snarf



Defeat the Robot Guard in the Rescue Stage.



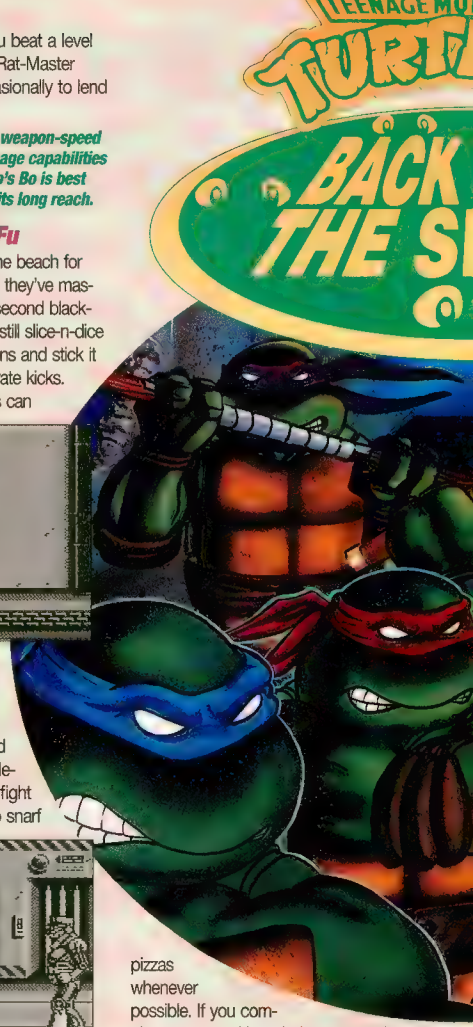
Pizza out in the Bonus Stage

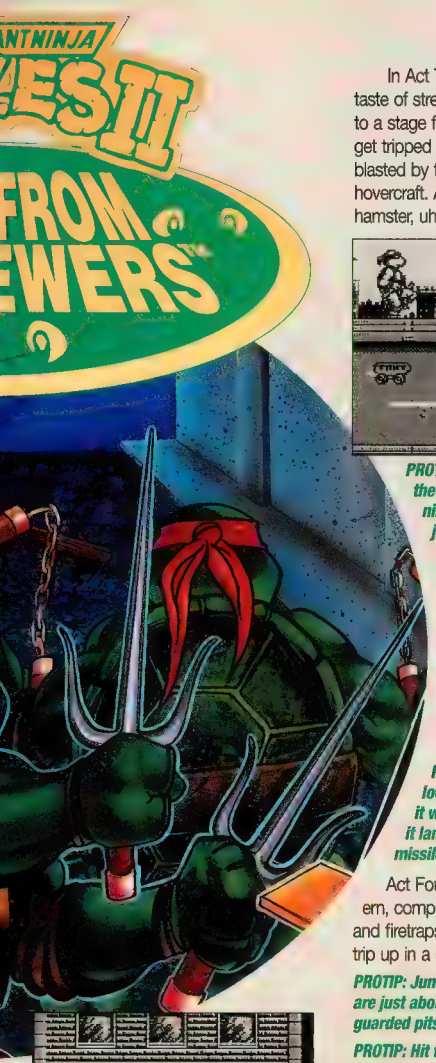
pizzas whenever possible. If you complete an area without being captured, you'll play a bonus game for points; if one of your buddies is subdued, however, you'll try a different game to rescue him.

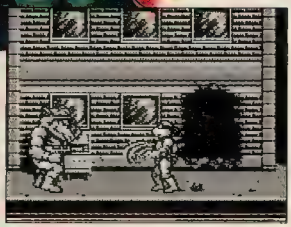
PROTIP: In some areas you'll need to grab a ledge to avoid giant pits.

The fab foursome sneak through the Foot-soldier infested sewers in Act One, and then wend their way downtown in search of the first big boss bruiser, Rocksteady.

PROTIP: Look down some openings for a pizza power-up.



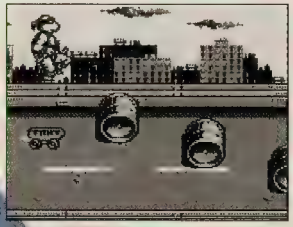




PROTIP: To romp Rocksteady, block his shots with your weapon and duck under his jumps as you attack.

PROTIP: When a Footskie pokes his head out of a manhole, leap away from the cover he throws and kick in mid-air for the kill.

In Act Two the Turtles get their first taste of street skateboarding, very similar to a stage from the arcade game. Don't get tripped up by the skate-heads or blasted by the armed-and-dangerous hovercraft. At the end Bebop the mutant hamster, uh, warthog, is waiting.



PROTIP: Stay towards the back of the screen while the trucks roll ninja-flattening barrels, and then jump at just the right moment.

PROTIP: Give Bebop the ol' what-for by hopping over his shots and striking quickly while he's vulnerable.

Next comes Act Three, a sprawling construction site loaded with pesky Mousers and huge cranes. The elevator shaft is a real rush!

PROTIP: Krang's Machine follows a simple pattern. Run under it when it blasts off, swing when it lands, and weave in between its missile shower.

Act Four is a vast underground cavern, complete with bouncing boulders and firetraps. Make a run for it, but don't trip up in a crater.

PROTIP: Jump when the Act Four spikes are just about to go down. Check the unguarded pits for pizza!

PROTIP: Hit the Sewer Mutant mini-boss when he moves close to the left ledge and then jump to safety before he retaliates.

PROTIP: To ground superfly Baxter Stockman, stand on the roof, slash when he's close, and leap when he fires up his gun.

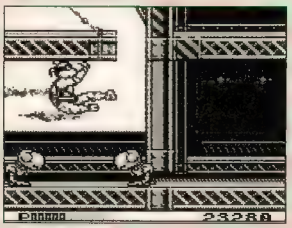
You'll ride floating platforms at the beginning of Act Five. Survive the airborne section and you're off to the building where April is imprisoned.

PROTIP: Stand just below the rock monster and he can't touch you. Jump when he rolls around the room.

Sewer surf to the Technodrome in Act Six. Krang's stronghold is a migraine, with enough defenses to put any comic hero into shell shock.

PROTIP: Scrap Shredder by striking and moving away quickly. Stand in the center of the platform when he disappears.

PROTIP: Crush Krang with flying kicks to his brain and run under his big stomp-jump.



You can kick even when you're just hanging around.

Portable Turtle Power

The latest Game Boy Turtles episode is a noticeable improvement over its predecessor. Now you can move up and down ("into" the background) as well as left and right in many areas. A massive 2 meg program enhances the graphics, which feature oversized, easy-on-the-eyes sprites. Digitized voice is also included, along with decent music and sounds. Gameplay is great as always, and you get unlimited continues. There's even a selectable challenge setting and three different endings!

TMNT II is a rough ridin', hard knockin', terrifyingly terrific Game Boy cart! Whether you're a novice ninja or an experienced martial artist, the Teenage Mutant Ninja Turtles will cowabunga you into blissful oblivion.

Teenage Mutant Ninja Turtles II: Back from the Sewers by Konami
Price not available
Available December, 2 megs

Capcom © 1991 – All rights reserved

By Toxic Tommy

In "The Terminator" he said, "I'll be back!" – he is, in the Game Boy. Arnold Schwarzenegger keeps his promise in LJN's Terminator 2: Judgment Day, where the big screen meets the little screen with a bang!

Heavy Metal Gaming

Terminator 2 is basically a straight-laced action/adventure shoot-em-up that rates high fives as much for its smooth movie tie-in as it does for solid Game Boy gaming. You get six levels; five are sideview, multi-scrolling run and gun shoot-em-ups. Level 3 is a puzzler, where you deal with some scrambled circuitry.

The graphics earn good Game Boy grades. The sharp full-screen still shots between levels are sure to jazz people who've seen the movie. The action graphics look good, too, but they're a tad small even for the Game Boy. Levels 1 and 2 are crowded with background art, which makes Terminator terminatin' tough.

PROTIP: Keep an eye open for little flashing boxes. Jump on them for clues.

Terminator, Too

Terminator 2: Judgment Day tracks the movie's storyline almost step for step. In Level 1 you're John Connor, futuristic guerrilla fighter in the War against the Machines. The action's nonstop as you fight an army of Terminators (the T-800s, Arnold's model) and Aerial Hunter Killers as you attempt to destroy five Skynet signal beacons in the correct order.

PROTIP: On Level 1 Hunter Killer bombs do no damage if they drop on you, only when they explode.

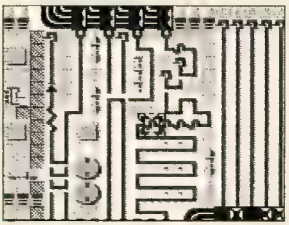
PROTIP: If Level 1 Beacons fall on you, they damage you.

PROTIP: After you destroy all the Level 1 Beacons, don't hang around. Run to fight the boss robot.

Survive and in Level 2 you shoot through the runamok supercomputer Skynet's defenses to find the correct door to the Terminator T-800 storage area. Follow a Terminator here.

PROTIP: In Level 2, find the clue at the bottom of the stairs.

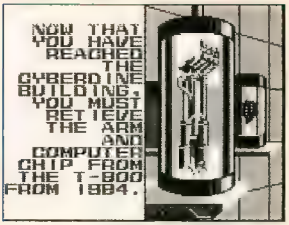
Now you must reprogram a T-800 into one of the good guys in Level 3. The cart displays a jumbled set of circuits onscreen. You've got a handful of seconds to reroute circuit fragments into four separate neural pathways.



Reroute or die!

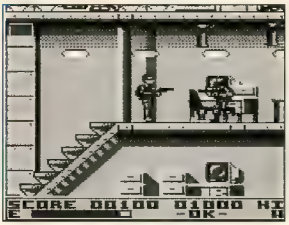
Successfully rewire a T-800's brain and Terminator 2 pumps you up! You travel back in time to Level 4 as an Arnold clone. You and the young John Connor are doubled-up on a Harley-Davidson Custom Electro-Glide, but this is no motorcycle joyride! You're in a narrow obstacle-strewn drainage canal with the mimetic-polyalloy Terminator T-1000 trying to drive a big rig up your tailpipes.

PROTIP: On Level 4, aim for the truck's cab.



Fend off Level's 5's SWAT commandos to retrieve this Terminator arm and a microchip.

Your destination is the Cyberdyne Systems building in Level 5, where you expend more ammo to retrieve a Terminator arm and microchip, despite the heavily armed SWAT team guarding them. Level 6 is where you face the T-1000 in the Steel Mill for an anything-goes mechanical fistfight to the finish.



It's a metallic melee with high stakes when you battle the T-1000.

No Problemos

Despite the futuristic onscreen hardware and the glitzy movie tie-in, Terminator 2: Judgment Day is basic, good old-fashioned Game Boy fun (Duck, shoot, move, jump!) with a dash of puzzle action to keep your brain cells on their toes. This cart's as tough as a Terminator, but we all know what happens to them.

More Terminator's are due to materialize for the NES and the Genesis. Until then, "Hasta la vista, baby!" (We had to say it.)

Terminator 2: Judgment Day by LJN
$27.95
Available November, 2 megs

Getting it Together with Game Boy®

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OUR STORY BEGINS...

Bip Bip Bip

GAME BOY GAMES

Major *problem*, dude. Organizing's a drag **at home** and **on the road**. I, like, need some help, pronto! What's a guy gotta' do to chill with this Game Boy Stuff?

TURN CLICK CRANK

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GAME BOY

EXHIBIT A

EXHIBIT B

EXHIBIT C

Gnarn

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GAME BOY

EXHIBIT A

EXHIBIT B

I can handle this.

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ASCII Boy.

GAME BOY

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By Riff Raff

The Black Shadow Warriors are at it again in Double Dragon II, Acclaim's latest slugfest for the Game Boy. No matter how many times Billy and Jimmy Lee whip the Shadow Warriors, they still find a way to regroup. This time around, Anderson, the last remaining Shadow Warrior, has framed you (Billy Lee) and Jimmy with the murder of one of your fellow members of the Scorpion dojo. Now, the Scorpion leader, Gordon, has decreed that you both must die as retribution, so you hit the streets to clear your name of this evil deed.

Unlike previous Double Dragon games, this time you won't be able to rely on any weapons in your quest to defeat Gordon's fighters and find the evil Anderson. It's just you and your DD skills against the hordes of evil throughout 10 tough missions.

Mean Martial Arts

You can not only punch and kick with the best of 'em, but you possess other fighting skills that will show your opponents the true power of a Double Dragon warrior. The High Kick has fair power; it's a good technique against weak enemies. The Flying Kneedrop is effective for finishing off a downed enemy. However, the ultimate fist-to-face pounding move is the Aerial Uppercut. If this one doesn't down your enemy, you know he's a boss.

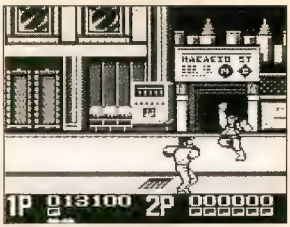
Down this chainsaw-wielding boss with quick kicks.

PROTIP: If you've weakened your opponent to the point that he's crouching, press Button B to perform a High Kick.

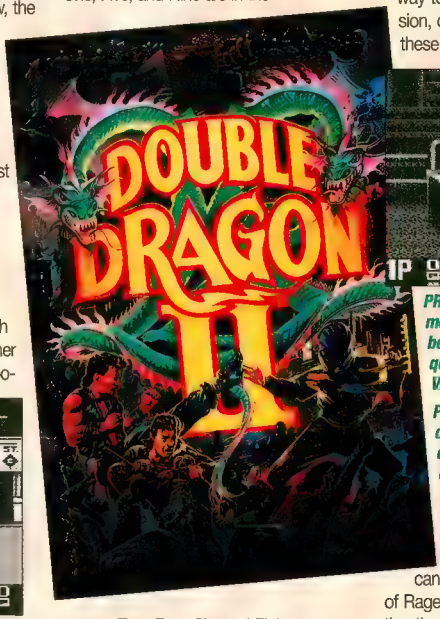
Impossible Missions?

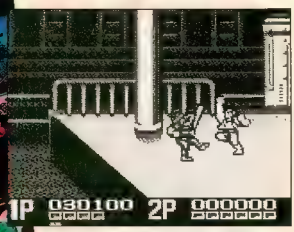
DD II's 10 Missions will take your Game Boy martial arts skills to their limits, but unlimited continues ease the way. Each Mission features three different areas. Missions One, Five, and Nine are in the streets; Two, Four, Six, and Eight are on subway platforms; and Missions Three and Seven are in subway cars. At any point in the game (except the final mission) a second player can join in the action so that Billy and Jimmy Lee fight together.

Gordon's gang is relentless. They rule the streets, and they're out to grind you into the pavement. The subway platforms hide a variety of opponents, and the subway cars are mobile death. At the end of Missions Four and Eight, a detailed map reveals your progress. Mission Ten takes you to your final destination, Anderson and Gordon's hideouts. It's a long way up this building, with every elevator holding new dangers. It takes heavy-duty DD skills to make it all the way to Gordon's hideout. Each Mission, of course, has a final boss...and these bosses are boss!



Move away from ledges immediately!





PROTIP: The Aerial Uppercut is the most effective technique against bosses. Press both A and B twice quickly to pack a punch worthy of Van Damme.

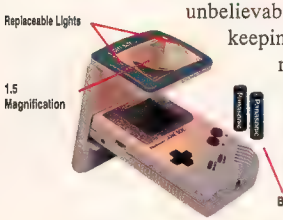
PROTIP: Most bosses will wipe you out quickly if you just charge them on a horizontal level. Try to stay out of their way until you can attack them vertically.

Double Fun

Obviously, a Game Boy game can never equal Final Fight or Streets of Rage, but this tiny cart holds more action then you'd think possible. It may not be a brain-teaser, but if action is your game, then so is Double Dragon II!

Double Dragon II by Acclaim
$27.95
Available October

Light Boy is Bound to Attract Attention



HO! HO!... OH!!! My Vic Tokai LIGHT BOY makes Game Boy playing unbelievable! LIGHT BOY has been my number one request this year, keeping my elves busy until I took off tonight. The LCD screen is so much easier to see, because LIGHT BOY magnifies the screen 1.5 times. LIGHT BOY even comes with batteries and has replaceable lights that make it a great holiday gift (not to mention the ideal stocking stuffer). It's no wonder **LIGHT BOY is bound to attract attention.**

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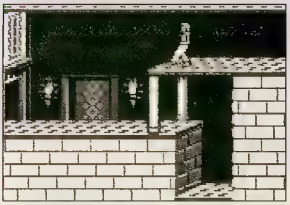
Prince of Persia

By Slasher Quan

Stop! Hold the music! Don't abandon us yet! Yes, we have another damsel in distress, a fair maiden in need of rescue. But this one's different...she's RICH!

To Heir Is Human

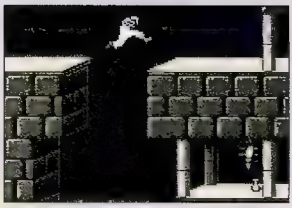
Seems a tyrant named Jaffar usurped Persia's crown while the good Sultan was vacationing and then tossed the former ruler's daughter into a dungeon. Now her loveliness has one hour to marry Jaffar or be executed. Tough choice. It's left to you, a stranger from out of town – a man with no name – to brave a 12-level maze and slay the evil "J." What's in it for you? Her, you dufus, and she'd make you Prince. So get to it!



Press B to step slowly to the edge of a pit.

Button B. Press the control pad and he runs; press B and he takes tiny, deliberate steps. Because of this dual control you must make very precise moves if you want to get through the many evils and deadsplats safely.

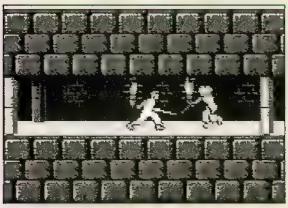
You can grab ledges and swing from them, too, a handy way to avoid long falls and sharp objects which, by the way, suck up your energy. Expect to meet up with plenty of guards who reap great pleasure in chopping you down to size.



Get a running start to make it over pitfalls.

Password Priority

The bad news is you've only got sixty minutes to bust this rat-hole your hero's landed in. The good news is that a password appears after each area is completed, so don't sweat the clock if your batteries run low. Other help? Potions may restore strength...or suck it away. Poison or ambrosia, it's a risky gamble, but one you must take.

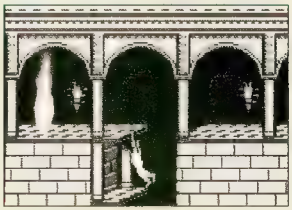


Duel to the death!

Move It or Lose It

Prince of Persia originally slashed its way across computer screens; now this classic's turned up on the Game Boy. The prince-to-be's dungeon-spelunking takes place in side-view perspective, and scenery changes each time you walk off the edge of a screen.

Limber up those thumbs, the controls are different and more difficult when compared with previous Game Boy action-fantasies, such as Wizards and Warriors. Instead of using just the control pad to move the great nameless one forward, you must use both the control pad and



Press A if you fall and you can catch the lip of a ledge.

PROTIP: Run over collapsing blocks and you won't drop off with them.

PROTIP: Carefully approach a prince-crunching slicer by pressing B, then start your dash when it's closed.

PROTIP: Open locked doors by stepping on the right tile.

PROTIP: To find your sword on Level One, fall through the first pit and head left until you see it on the floor.

PROTIP: During a fight, allow your opponent to draw nose-to-nose before you take a swing. You can get in multiple hits before he retreats.

PROTIP: If you perish and you've used up too much time, just reset the clock with your password. Allow no more than five minutes per level.

Game Boy Royalty

Prince of Persia is graced with detailed backgrounds and hilarious animations – you'll love the way the prince literally "shakes out the cobwebs" when he bumps into a wall. Although a greater variety of tunes and sounds would have been welcome, effects such as the pitter-patter of his moving feet add a nice, realistic touch. The gameplay is tough to learn, but once you pick up on the controls, Prince of Persia is a negotiable maze-maddening adventure. But once, just once, wouldn't it be fun to play the villain? Nahhhhh.

***Prince of Persia* by Virgin Games**
$29.95
Available Jan. '92, 1 meg

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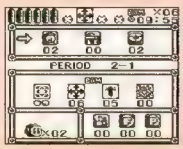
Blaster Master Boy

By Cleopatra

If you didn't master Blaster Master for the NES back in '88 it's not too late! Here's the Game Boy Boy version – Blaster Master Boy by Sunsoft! Although a lot of changes have been made, the explosive action remains.

The Plutonium Boss is up to mischief again. By generating radioactive energy at the core of the earth, he's caused plant life everywhere to disintegrate. As our hero, Jason, you must penetrate deep under the earth's crust to send this fiend to Game Boy heaven.

You enter the underworld with only your trusty gun and a limitless supply of bombs. You blast passages through nine maze-like worlds, tackling countless mutant creatures, while uncovering special items and bigger, more advanced bombs.



Check out your inventory

PROTIP: Blow up ALL rocks. The hidden items you find are invaluable.

The real treats are the end level bosses, which are superbly drawn and more menacing than ever. You'll need to give each one everything you've got.

PROTIP: Lay a few bombs along the "solid" walls at the top. Hint, hint!

Blaster Master Boy lays one major bomb that fries you rather than onscreen monsters. There's a funky unlimited continue feature rather than a password system.

Overall, Blaster Master Boy is dynamite. The graphics are snazzy, and its catchy tune will keep you dancing. Although it hasn't quite got the stuff the NES hit does, it's a great challenge that will give your thumbs a good workout. Whether you win or lose, you'll be blown away!

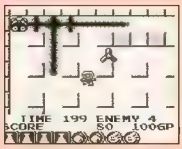
This one's a blast.

Blaster Master Boy by Sunsoft
Price not available, Available Jan. '92, 1 meg

Atomic Punk

By Cleopatra

The world's been taken over by a roving pack of nuclear nasties who've imprisoned all earthlings at nine different nuclear factories. It's up to you, the awesome Atomic Punk, to blast these nukies to oblivion and save the world from Armageddon.

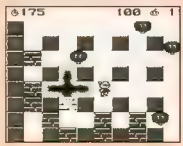


Bomb's away!

Atomic Punk by Hudson Soft is a classic overhead view maze game. As you quest through the factories, you'll need to discover a clever tactic to trap each type of foe. There's a new scenario at every factory, ranging from a world of warps that continually disappear and reappear in different spots to a world filled with fire.

PROTIP: To destroy robots, scare them into a dead end with a bomb. Then lay a bomb right next to them while they're stunned.

Between factories you can stop off at your neighborhood supply store and spend the gold you earn on such luxuries as fire-up panels, which increase the range of your bombs, remote controls, and other high tech tools.



PROTIP: Blow up as many rocks as you can. You'll find loads of hidden items on the higher levels.

Hey, two games for the price of one! There's a second game in the cart called Bomberman. The gameplay here is similar to Atomic Punk's, but you don't purchase items, instead, you find them under rocks. You drop time bombs to blast bad guys here, too.

Atomic Punk is a game of strategy and timing. Many of the enemies know how to avoid your bombs, so it takes ingenuity to get them before they get you. Atomic Punk will challenge even the most skilled Game Boy fanatics, and Bomberman's no pushover either. Radioactivity can be hazardous to your health; unless you're

Atomic Punk by Hudson Soft
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PRO REVIEW

building to building in vertically scrolling action while birds and falling wreckage threaten to knock him off.

barge to dodge the fireballs that come out of the smokestack. After three fly out the General appears in one of the portholes. Jump and slash him with your sword. You don't want to keep your feet firmly on the ground – if you do, they'll be blown up by the General's grenades. Repeat this procedure until the barge blows.

PROTIP: Against the first boss, the Red Tiger Monk, hold your ground and keep slashing with your sword as fast as you can. The Monk will come towards you and lift his bat to bean you. As he lifts his bat your sword will score a hit and knock him back.

By Earth Angel

Ah, the Mighty Dragonsword! This renowned blade has passed from Dragon Ninja to Dragon Ninja through the generations. The current keeper, Ryu, had a close call when the sword was almost snatched from his hands. Now Ryu must discover the identity of the nefarious secret organization who is trying to steal the sword again, before its too late.

Ryu is one well-known ninja thanks to stints in the arcades, NES carts, and, most recently, a Lynx adventure. Now Tecmo teams up with Sega to bring Ninja Gaiden to the Game Gear.

In this version Ryu battles through four stages of hand-to-hand, hand-to-throwing star, and hand-to-Ninjitsu combat. The gameplay is ninja-action style for one player, strictly hack-n-slash, with three stages of horizontally scrolling action and one stage of vertically scrolling action.

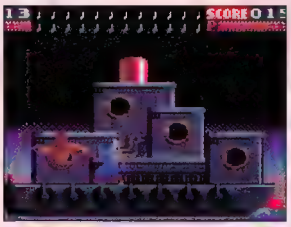
It's super slice and dice action.

Graphically, Ninja Gaiden is excellent for the small-screen format. Unfortunately, the on-screen action is not up to par with the graphics. Each Stage pits Ryu against a unique crew of enemies in fairly easy-going ninja combat. In Stage 1 he battles the Red Tiger Cult ninjas in the bamboo-forested hills of Kyoto. Stage 2 is a battle onboard a series of barges infested with devilish red ninjas, and gun-toting green soldiers. A skyscraper is the setting for Stage 3 as Ryu leaps from

PROTIP: Just dodge the falling and flying debris by jumping from one side of the screen to the other. Hack as you go to snag special items.

Finally, Stage 4 is a strange fight to the finish amid Indian ruins as sinister enemy agents attempt to stop Ryu from discovering the truth.

At the end of each stage Ryu faces off with a tough boss. These fights to the finish are much tougher than the actual stages and each requires a different battle plan.



PROTIP: You'll need your acrobatic skills to beat General Totenkoff at the end of Stage 2. Run back and forth along the deck of the

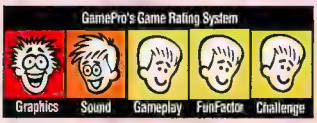
Ryu can run, slash with his sword, flip, crouch, and use four different Ninjitsu weapons (Shurikens, Waves, Enemy seeking Ring, and Scatter Bombs) at a time. In addition to the Ninjitsu weapons Ryu can grab Power Balls (to earn Ninjitsu Weapon Force Unit points), Herbs (to restore life), and Circling Flames (temporary invincibilty) by slashing the spheres that appear throughout the game.

PROTIP: Every once in a while a Scroll appears. Grab it to earn 30 Force units.

PROTIP: About half way through Stage 2 you'll land on a barge that has two vertical spheres. Slash through them and the bottom one reveals the special Circling Flame weapon. Quickly leap to the next barge and jump into the air. You'll snag a 1-Up sphere that's normally unreachable.

No Sweat Ninjitsu

Although Ninja Gaiden looks great on the Game Gear and features smooth, easily controllable gameplay, this version just doesn't pack that same tough tear-you-hair-out action as previous versions of this famous game. Ryu deserves four stages of action geared up to the challenge level of this cart's boss battles – after all, he's not just another ninja!



Ninja Gaiden by Sega
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Available Nov., 1 meg

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Space Harrier

By Andromeda

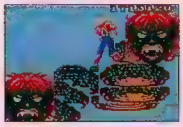
Peaceful Dragon Land has been invaded once again by abominable alien creatures. You become the mighty Space Harrier a' la the Game Gear to avenge the peaceful denizens of Dragon Land.

Space Harrier's claims to fame have always been its top-notch 3-D graphics, and its non-stop, behind-the-back, forward scrolling shoot-em-up action. Both of these features are faithfully reproduced in this remarkable little Game Gear version.

Watch out for that tree...er...column.

Digitized voice (including the agonized scream that the Harrier makes when he runs into a tree) add to the realistic effects.

The cart has 12 levels of gameplay, including bonus rounds. In each level the Space Harrier runs or flies towards the horizon as alien monsters fly at him. The Harrier has to blast them out of the skies or dodge them, always keeping an eye out to avoid running into the odd tree or column.



PROTIP: Most enemy bosses fire first and then move in a predictable pattern on the screen. Dodge their shots and then blast them as many times as you can until they begin to fire again. You can tell how you're doing by watching for the color changes in the boss that indicate you're scoring hits.

PROTIP: You can tell if you've hit your enemies by listening for the "clink" sound your shots make when they hit home.

PROTIP: Your best defense and offense is to rotate in a circular pattern around the perimeter of the screen.

This Game Gear translation of the popular title works because it hangs on to the formula that has made this game an arcade and now a multi-system classic. As the Space Harrier always says, "Get Ready!"

Space Harrier by Sega
$34.95, Available November, 1 meg

Pac-Man

By The Missing Link

For those of you just arriving on Planet Earth, Pac-Man is one of the classic video games that started it all in the arcades. If you've yet to be initiated, here's all you need to know: Pac-Man is a round mound of fun who must cruise around a maze-like screen and gobble up all the little yellow power pills. When he's gobbled up all of the pills he can move on to the next maze.

Exit Stage right.

PROTIP: Don't forget to use the side escapes to move back and forth from left and right.

PROTIP: Pac-Man doesn't maneuver too well in tight spots – so don't get him caught in the corners!

Unfortunately for Pac-Man a troop of nasty ghosts haunt him as he cruises around the maze. If they catch him he loses a life. Lucky for Mr. Pac he can grab a giant power pill and turn the ghosts blue. While they're blue he can munch them down for bonus points. Pac-Man can also grab tasty fruit snacks and other bonus items that enable him to score big, earn extra lives, and generally have a good time.

PROTIP: Lure the ghosts close to a big dot and then grab it. Now you can gobble up the ghosts before they get away.

Gobble ghosts for mucho points.

The Two Player version of the game is fun, although in both versions it's tough to maneuver Pac-Man without a joystick. Other than that the game is faithful to the arcade classic. If you liked Pac-Man in the arcades, you'll like it on the Game Gear. If you didn't...well...Wacka, Wacka, Wacka!

Pac-Man by Namco
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PRO REVIEW

Stun Runner

By Gideon

Once again Atari offers a pint-sized, yet uncannily accurate version of an ultra-hot coin-op title. S.T.U.N. Runner dishes out all the high speed twists, turns, and thrills of its big arcade brother. The graphics and gameplay are so faithful to the original, that you'll look for a token slot every time you plug in this cart!

No Brakes!

In the year 2492, you take on the ultimate sport – S.T.U.N Running. You pilot a S.T.U.N. sled at speeds over 900 miles per hour through a series of challenging courses filled with deadly obstacles and death-dealing road hogs! You guide your crimson craft from a first-person perspective on a super fast-paced, rollercoaster-type ride. The objective is simple: finish each course within the alloted time or you lose!

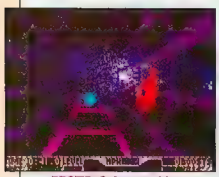
PROTIP: Shoot forward continuously to knock out any suddenly-appearing obstacles. At the speeds you're travelling, that's critical!

At the beginning of each course, a detailed overhead map pinpoints every twist and turn plus the location of special items. Speed Boosters are absolutely essential. Running over a Power Boost pad launches your craft to turbo levels and makes it momentarily invincible. Store Shockwaves by running over Shockwave markers or grabbing a specific number of Stars. Your vehicle packs unlimited laser fire, but Shockwaves destroy all enemies on the course.

PROTIP: This map is crucial to your success! Burn the layout into your memory

A S.T.U.N.ning Game!

This cart's awesome graphics deserve special mention! The Lynx unleashes its graphics gusto as it recreates to perfection all the colors and details of arcade S.T.U.N. Runner. The three-dimensional scrolling effects are extremely smooth and dynamic, especially when you break the sound barrier!



PROTIP: Gain speed by riding the outside walls on turns!

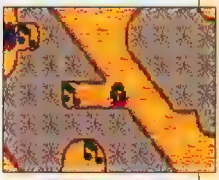
S.T.U.N. Runner is an uncomplicated, yet extremely challenging game. The first few levels are easy, but then shrewd driving, lightning reflexes, and strategic planning are absolutely necessary to go the rest of the way! You'll find something new and exciting each time you play S.T.U.N. Runner – the true sign of an excellent cart!

***S.T.U.N. Runner* by Atari**
$39.99
Available now, 2 megs

Bill & Ted's Excellent Adventure

By N. Somniac

Those most excellent dudes from San Dimas, California, Bill S. Preston, Esq. and Ted Theodore Logan, have made their way into the Lynx. Bill and Ted's Excellent Adventure by Atari is a unique game that's heavy on the strategizin' and light on the trigger-fingerin'. Bogus, you say? Bill and Ted in a thinking game?! Lighten up, esteemed personages, there's more to this game than meets the eye!



PROTIP: Notes always appear in clusters. If you see one, there are sure to be more in the immediate vicinity!

Time for Trouble

Bill and Ted's bodacious girlfriends have been abducted by the most heinous Grim Reaper! Fortunately, they left a trail of musical notes – but it extends through Time itself! The boys must journey through Ancient Egypt, the Roman Empire, Transylvania, and the Old West in search of the notes, various musical instruments, and phone book pages, which help them find their friends.

Cruising through time, without a signpost in sight!

Bill and Ted's Excellent Adventure isn't just another quickie licensing tie-in. Much thought has been devoted to incorporating the paradoxes of time travel into the game. For example, Bill and Ted must find special objects in one time period that are essential to solving a problem in the past or the future. Often, you find hints that you've left yourself in a previous time period, which you have yet to place at the present time, but you must place now. Confused? Well, you're messin' with time travel, dudes!

It's crucial to search through every nook and cranny of each land you enter, but beware the multitude of creatures out for your hide such as gigantic beetles, lions, and vampire bats! You also cross paths with bizarre characters, some of whom share vital hints and information.

PROTIP: Talk to everyone you encounter. Some share vital secrets!!

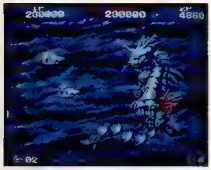
Party On

Bill and Ted's Excellent Adventure is a bundle of surprises, and an excellent change of pace from typical shoot-em-up adventure fare. The graphics are awesome, especially the time-travel sequences, and the gameplay is smooth. It's perfect for all you excellent gamers with "time" on your hands.

***Bill and Ted's Excellent Adventure* by Atari, $39.99**
Available now, 2 megs

PICK YOUR PATH THROUGH THE PLANETS

2 PLAYER OPTION



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Our only chance to save the planet Darius and restore order in the galaxy, is by keeping our pilots alive. I've seen plenty of good pilots go by the wayside because they hit the panic button as soon as they got a glimpse of those oversized monster ships. In other words, keep your composure kid. It's also a darn good idea to fly your missions with a good buddy. After all, any good pilot can use a trusty wingman.

SUPER NINTENDO

Well kid, it sounds like they're calling your number. I hope we get a chance to talk again. Good luck, rookie!"

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REALITY

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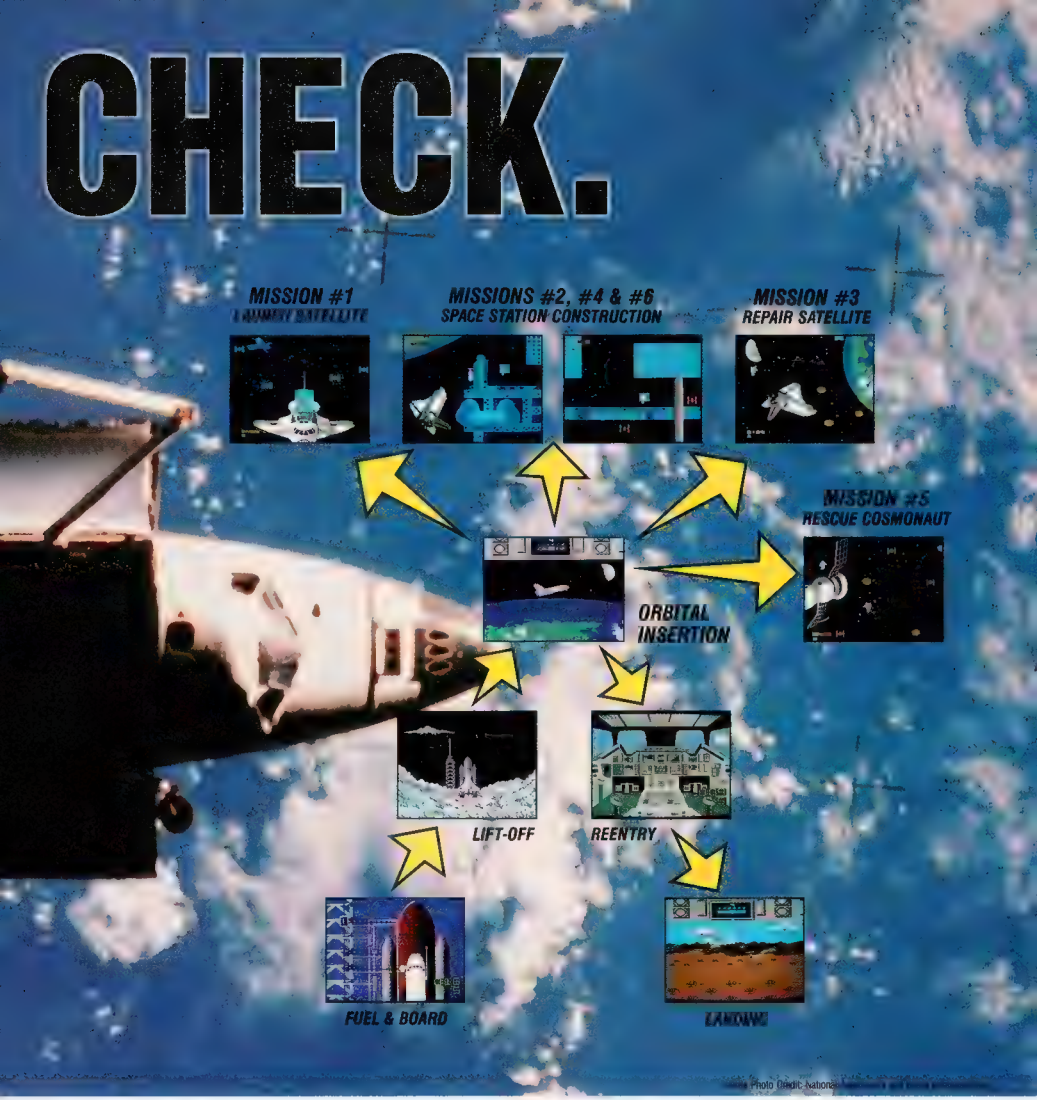

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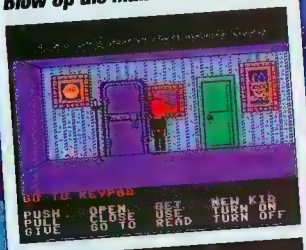
S.W.A.T.

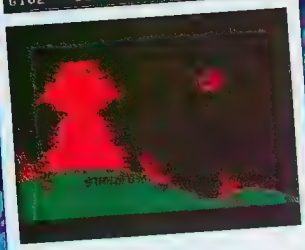
TIPS·TACTICS PASSWORDS HOT

SECRET WEAPONS AND TACTICS

Maniac Mansion (Nintendo)

Blow Up the Mansion





Here's what you need to do to send the mansion sky high at the beginning of the game. Walk into the mansion and go up the stairs and through the steel security door. You'll notice that the wallpaper is in strips. Go to the fifth strip to the left of the door and look for the keypad. Select "Use Keypad." A number screen appears. You'll hear wierd sounds for a minute. Soon the mansion blows sky high.

Eric Graf, Berwyn, IL

Turrican (Genesis)

Special Bonus Items

There's a room full of special bonus items just past the first boss. After you beat the boss, move to the right until you reach the spikes. Use your Lightning Whip to uncover power-up blocks that lead to a bunch of 1-Ups, and then go back down and blow the power-up blocks away for added firepower.

Linus Kessler, Brooklyn, NY

Bonk's Revenge (TurboGrafx-16)

Secret Warp!

Collect 50 or more "Smiley Faces" by the time you reach the monster train and Princess Za will warp you past an entire world!

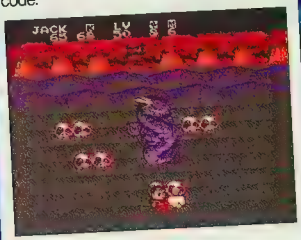
Slasher Quan

Little Ninja Brothers (Nintendo)

Super Passwords

Use this password to begin at Level 34 with all sorts of special items:
44◆GXX◆▲KX54 2LFCB+JWR▲R2GS ▲N5Y 6W5YHR X

Take on King Gulp at Level 50 with this code:



▲KTPQQ HNDPPX 7◆HPPB 7P◆NK▲7NPNB▲ZLPK▲BSQQ

Steven Mittler, Ontario, Canada

John Madden Football (Genesis)

Rev Up the Playoffs

Check it out! You can expand your options in the Playoff Mode. When the option screen appears, select Playoff Mode. "NEW" displays in the password position. Press Up on the controller. You'll notice that the team matchups change. Each matchup change represents a new playoff schedule. For example, San Francisco can start with Chicago, etc. Select the schedule you want, and then push Down until you reach a team name. Press Left or Right to select which game in that new playoff schedule you want to play. Experiment to find the dream playoff scenario!

Clark Smith, San Jose, CA

Sonic The Hedgehog (Genesis)

Debug Mode

To reach a Debug Mode that enables you to pull some strange tricks with your game wait for the title screen to appear and then press Up, Button C, Down, Button C, Left, Button C, Right, and Button C on Controller 1. Next, simultaneously press Start and Button A until your game begins. Now press Button B to enter the Debug Mode. Use Button A to select objects, and Button C to place them.

Sonic The Hedgehog (Genesis)

Slow Motion

To perform this slow motion trick first go into the Debug Mode. Next, pause the game by hitting Start. When the game is paused, hold down Button B. While holding B you can jump with Button C. You can do this trick anywhere in the game. To turn slow-mo off simply un-pause the game.

Justin Beldeman & Chris Matule
Barnegat Light, NJ

Devil's Crush (TurboGrafx-16)

More Passwords for this Great Game

Here are some strange passwords for Devil's Crush:

THEDEVILSI: This gives you over 145,000,000 points and 70 balls.

ONECRUSHME: This gives you over 594,000,000 and 27 balls.

THECRUSHEL: This enables you to see the end of the game with 999,999,900 points.

Richard Gregory, Ballston Spa, NY

Moonwalker (Genesis)

Level Select

Here's a way to select any of the first five levels in Moonwalker. First, plug a controller into Port #2 and turn on the machine. When you see "SEGA" appear on the screen hold Up and Left and Button A on Controller 2 and press Start. Select a one or two player game. When you start the game you'll see a display that says Level 1. Press Left or Right arrows to change the level.

Andy Valentine, Karachi, Pakistan

Bases Loaded II (Nintendo)

World Series Passwords!

Use these codes to play as Jersey in the World Series against L.A.:

Game 1 – **JTIPTWD**

Game 4 – **OSMTBWL** (Jersey has three wins)

S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Game Genie Codes:

Super Mario Brothers

IOEOIO – Mario is invincible.

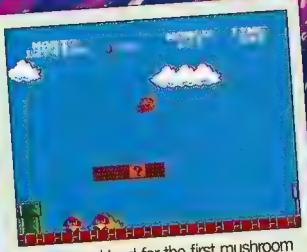
SEIING – When Mario hits a block it becomes nighttime.

IVYIVY – Extremely rapid Goombas!

SUEISA – Mario is invincible, and actually thrives on enemies.

ATAPIX – A continue code that enables you to begin at the beginning of whatever world you died on automatically.

STAGEO & SPEPNY – Makes the game extra difficult.



SEPUEG – Head for the first mushroom block, hit it, and wait until you see what happens.

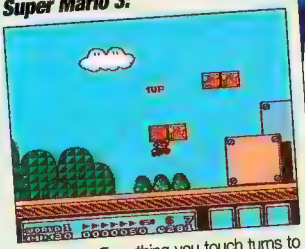
AIPPPP – Swaps the music between different levels.

STAPTO – No music, just sounds!

STAEXZ & GAAGGA – Brings the game to life in unusual ways!

SIIPKK, SPEPNG, SPPOG, SPPPNK, PIPOIS, SIPPNG, PGAPGG – Use any of these codes to check out hidden worlds in Mario.

Super Mario 3:

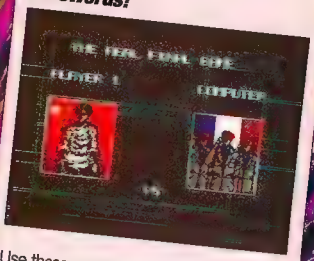


OEPZXZ – Everything you touch turns to a 1-Up!

Dave Higgins, Lagrangeville, NY

Power Ball (Genesis)

Passwords!



Use these passwords to play as China:
First Championship Game vs. Mexico: PVDCR
Second Championship Game vs. Germany: CMOPE
Semi-Final Game vs. Canada: BFOOE
Finale Game vs. France: OADBR

Alexandre Fregeau, Quebec, Canada

Power Ball (Genesis)

Hidden Teams

To select the hidden teams (Mexico, Germany, Canada, or France) as your team press B, B, C, B, B, and C during the original team display. Then press Down on the directional pad to reveal the four hidden teams under the original eight.

S. Ureta, Kenner, LA

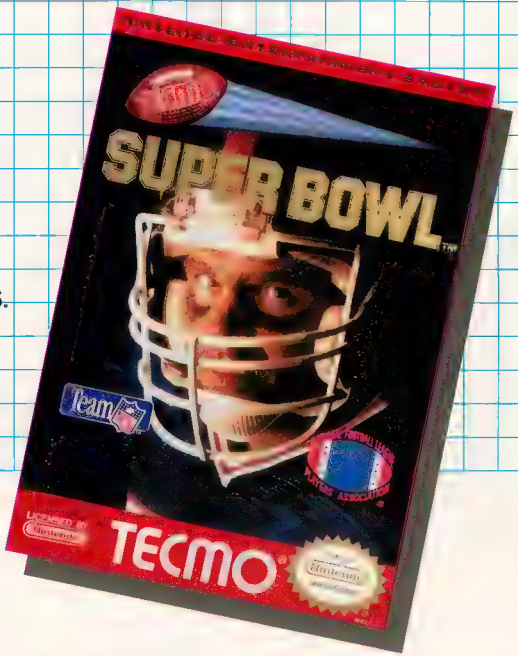
Continued on page 134

ATTENTION!

NINTENDO FOOTBALL GAME PLAYERS

- WITHOUT THIS LOGO, YOU CAN'T HAVE REAL TEAMS.

- WITHOUT THIS LOGO, YOU CAN'T HAVE REAL PLAYERS.



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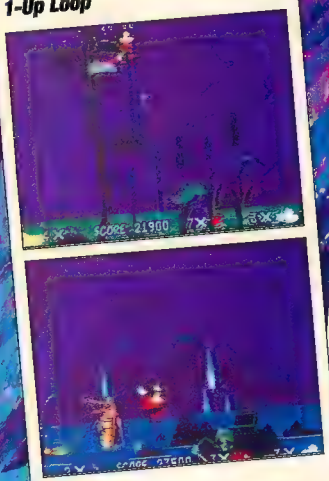
TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Fantasia (Genesis)

1-Up Loop



In World 1-2 of Fantasia there's a 1-Up loop that enables you to max up your lives. Near the beginning of the level you can leap to a platform where you'll get a musical note that gives you a 1-Up. After you've grabbed the note proceed to the right until you reach a treasure chest. Jump into the chest and you'll warp back to the beginning of Level 1-2. You can grab the musical note and jump into the chest to warp again and again until you've collected nine men.

Christ D'Andrea, Union, NJ

Gradius III (Super NES)

Tons of Extra Lives

To have 30 lives with each credit simply press and hold Left during the title screen and press Button A three times.

A Spanish GamePro Fan, Vizcaya,

Princess Tomato in the Salad Kingdom (Nintendo)

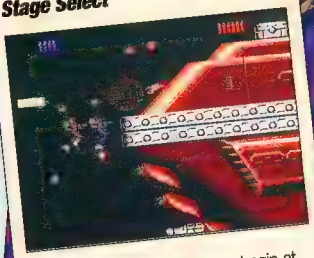
Passwords

Use these passwords to begin on different levels of the game:

Level 2: GVSNPYJ
Level 3: VVPB3ZXJT855Q
Level 4: 683QFB-DFBHHN
Level 5: 1GCBHDJMPLP9KQ-
Level 6: K73%G5%DDFG2SFJNX
Level 7: RP1SLVWWXYZH-32MDB
Level 8: MPMSVTVWXYZH-32MD8
Level 9: P7HS%%BCDFGHSKJ5NK5

SCAT (Nintendo)

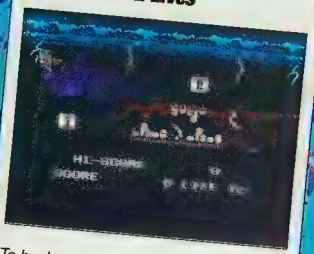
Stage Select



Use the following pad tricks to begin at different levels of the game. To begin at Stage 2 simultaneously hit Button A and Start on Controller 1 and Buttons A and B on Controller 2. To begin at Stage 3 simultaneously hit Button B and Start on Controller 1 and Buttons A and B on Controller 2. To begin at Stage 4 simultaneously hit Right and Start on Controller 1 and Buttons A and B on Controller 2.

SCAT (Nintendo)

Begin With 12 Lives



To begin your game with 12 lives simultaneously hit Start on Controller 1 and Buttons A, B, and Up on Controller 2.

Continued on page 136

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1 or 2 Player Action!

Get ready for some finger-searing action as Bubby and Bobby blast their way onto the TurboGrafx™-16!

This third installment in the Bubble Bobble™ series is packed with eye-popping 16-bit graphics spread throughout eight different worlds and countless levels!

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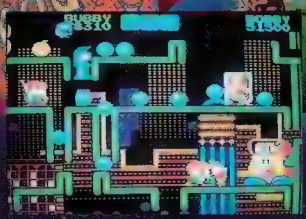

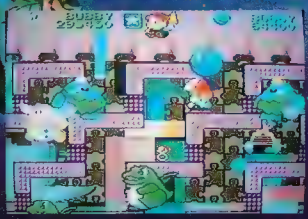

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S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

Batman (Genesis)

1-Up Loop

To collect up to nine lives in Batman, go to Level 3 (the Flugelheim Museum), and proceed to the first 1-Up. After grabbing it, jump up to the moving platforms until you reach the ledge under the spiked object. Next, jump down to the bottom moving platform and the 1-Up should reappear. Keep repeating this procedure until you have nine 1-Ups. If you run low on energy there's a heart at the top of this area – but be careful because it's guarded by Axel.

Neil Robb, North Vancouver, Canada

Batman (Genesis)

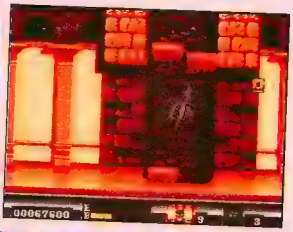
Grab 99 Batarangs in the Cathedral

You can also max up your Batarangs in the Cathedral. When you reach Level 7-2, just before you cross the first bridge you'll see a Batman icon at the upper left of the screen. Grab this for five Batarangs. Now, jump downward and use your grappling hook to climb up again. The Batman icon will reappear. You can repeat this procedure until you've earned 99 Batarangs. Now you can easily zap the Joker.

Jose Zuniga & Leon Guzman Toluca, Mexico

Batman (Genesis)

Grab 99 Batarangs in the Museum



Here's how to grab 99 Batarangs in Level 3's Flugelheim Museum. Go to the second elevator and ride it to the top. When you reach the last step keep on riding until you defeat Axel. Now, jump up and grab the Batarang. Land on the same step and ride it down. When you come up again you'll find another Batarang. Repeat this procedure until you have 99 Batarangs.

Jason Susko, Troy, NY

Batman (Genesis)

Quick 1-Up Loop

When you reach Level 5 where the clowns jump around, go to the second platform with the first fire-breathing clown. Fall off the left side of the platform and you'll catch three 1-Ups. You can repeat this procedure over and over until you're maxed up to nine lives.

Andy Valentine, Karachi, Pakistan

continued on page 164

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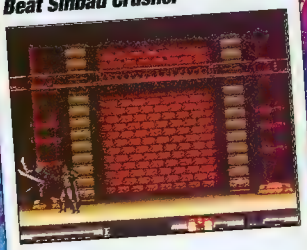
SWAT

TIPS·TACTICS HOT CHEATS

Batman (Genesis)

Beat Sinbad Crusher

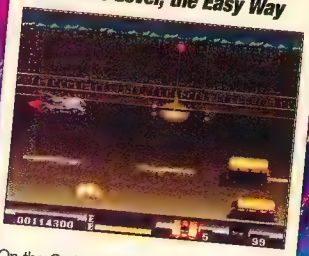


Here's a trick you can use to beat Sinbad Crusher (the boss of the Mime Stage). First, go to the left of the screen and make sure that Batman is facing off the screen. When Sinbad Crusher starts running at you jump over him and punch him from behind. He'll flip over you and then run at you again. Jump over him and then punch him from behind. Keep repeating this procedure until he dies.

Neil Robb, North Vancouver, Canada

Batman (Genesis)

Batmobile Level, the Easy Way

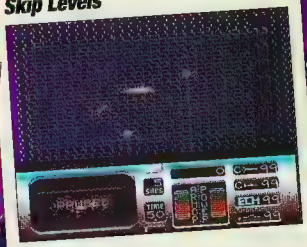


On the Gotham City Street level with the Batmobile, just stay in the upper left hand corner of the screen and barely anything will hit you!

Andy Valentine, Karachi, Pakistan

Hunt for Red October (Nintendo)

Skip Levels



Once in each game you can use this trick to skip to the next level. Hit Start to Pause the game and then press Button A, Button B, Select, Right, Left two times, Right, Select, Button B, Button A, Button B two times, and Button A.

Dave DeMartini, Modesto, CA

Hunt for Red October (Game Boy)

Begin With Super Powered Weapons

Use the following pad combinations to begin with tons of weapons:

To begin with 25 Submarines: Simultaneously press Buttons A and B, and then press Select, Up, and Down.

To begin with 25 Missiles: Simultaneously press Buttons A and B, and then press Up and Down.

To begin with 25 Units of Cativation Drive Fuel: Simultaneously press Buttons A and B, and then press Select, Left, and Right.

You can only use one of these cheats per game.

Hunt for Red October (Nintendo)

Tons of Extra Subs

Use this trick to earn a huge supply of extra subs. Hit Start to Pause your game just as the number of subs you have left reaches zero. Now, enter the Skip Level code: Button A, Button B, Select, Right, Left two times, Right, Select, B, A, B two times, and A. When you lose your next sub the number of subs left changes to "15," but the game will count down in an unusual way, giving you upwards of 150 subs in reserve.

Hunt for Red October (Game Boy)

Select Any World

To choose any world in Hunt for Red October press Button B, Select, Left and then Right during the title screen.

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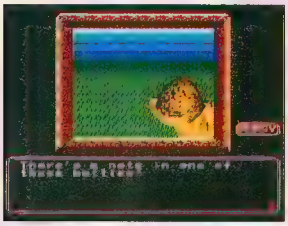
Nintendo

Princess Tomato in the Salad Kingdom

Dear ASK THE PROS,
You guys have gotta help me with Princess Tomato. How can I remove the letter from the bottle? Also, what must I do to dig for the treasure by the tree?

Ricky House, Zeigler, IL



Percy knows how to get the letter.

Dear Ricky,
Ask Percy for help with the letter. To dig for the treasure, use the "check" command several times on the tree and the surrounding grass.

Skate or Die 2

Dear ASK THE PROS,
I'm near the end of Skate or Die 2, but I need to reach Ice Pick (the final boss dude) to win. Where is he hiding?

Bobby McIntyre, Doylestown, PA

Dear Bobby,
This one's a real toughie, so pay attention! From the Level One entrance, go north three, east one, south one, up the elevator, west one, south one, up the elevator, west one, north two, east one, south one, up the elevator, west one, north four, east one, down the elevator, north one, east one, south two, east two, down the elevator, north one, west one, south one, west two, north one, east one, down the elevator, north one, west one, south two, east three, south one, up the elevator, west one, south one, up the elevator, west one, south one, east two, south two, up the elevator, west one, north five, east one, south four, and take the final elevator to the roof to square off with Ice Pick. Good luck!

Genesis

Sonic The Hedgehog

Dear ASK THE PROS,
I've tried the Sonic level select, but I can't get it to work. What am I doing wrong?

Lamar McGehee, San Francisco, CA

Dear Lamar,
Sega reports that the code won't register every time, but it will kick in after a few tries. Just in case some of you missed it, at the title screen, enter Up, Down, Left, and Right, and when you hear the chime, hold down A and press Start for a stage and sound menu.

Spider-Man

Dear ASK THE PROS,
I'm having trouble defusing the nuclear bomb in Spider-Man for the Genesis. Please help me!

Matthew Terry, Teaneck, NJ

Dear Matthew,
To avoid an explosive situation, check out the color of the mechanism's flashing lights and insert the same color key.

Dear ASK THE PROS,

I'm at a stand-still in Spider-Man. How can I defeat the Kingpin and rescue Mary-Jane?

Adam Vera, Houston, TX

Go for the Kingpin's head!

Dear Adam,
Activate the Web Shield and nail Kingpin with jump-kicks to the head. Pause periodically to shoot the chain with a web or it's curtains for Mary-Jane!

TurboGrafx-16

Bonk's Revenge

Dear ASK THE PROS,
My revenge isn't quite complete – I can't beat King Drool III! Any advice?

Rob Allinson, Towson, MD

Dear Rob,
Drool is a pushover once you master a few bad Bonkin' tactics. When he floats above you and drops bullets, icicles, and fire boulders, keep calm, stay low, and carefully weave through them. Next, when he charges at you, get a running start and do the jump-Bonk move right below his crown. It should take a while, but you can actually defeat him without being hit even once!

Game Boy

Operation C

Dear ASK THE PROS,
In Operation C for the Game Boy, how can I defeat the Dynamic Dual Destruction Device at the end of Level Three?

Heather Heidel, Simi Valley, CA

Dear Heather,
At first concentrate on destroying the side guns. When those are fried, aim for the laser-firing arms. Finally, take your best shot at the core and blast the bubbles as they appear.

Game Gear

Shinobi

Dear ASK THE PROS,
I'm stumped on the End Giant Robot in Shinobi for the Game Gear. Can you help me?

Dan Steck, Sioux City, IA

Dear Dan,
You'll need to master this monster machine in two different forms. In his first appearance, stand as far left as possible and jump over his fire shots. When he lands, strike quickly and leap away. To waste his second form, hop over the purple flame balls and attack as you dodge in-between his boomerangs. In both encounters he takes eight to ten hits before falling, and the sword works best.

General

License Revoked?

Dear ASK THE PROS,
I own three game systems, Nintendo, Genesis, and TurboGrafx-16, and I enjoy each one for different reasons. Sega and NEC have provided me with plenty of games, but I've noticed that their machines have fewer licensee products than the NES. Is my only chance of playing 16-bit versions of my favorite NES carts, like Mega Man and Castlevania, to purchase yet another console?

Tien-Wei Huang, San Francisco, CA

Dear Tien-Wei,
For now, the answer is unfortunately "yes." While the list of brand-new Genesis licensees has swelled to over 20, only a smattering of your favorite original Nintendo companies have teamed up with Sega, even though Nintendo recently canceled the "exclusivity" clause (which barred a licensee from releasing an NES game on another machine). NEC has been even less successful in attracting third-party suppliers. We asked an industry insider for the reasoning behind this "Nintendo licensee jinx."

"The real issue is it's very costly to convert games to be playable on other systems," said Sam Goldberg, Vice President of Marketing of Acclaim Entertainment, the company responsible for hits like Wizards and Warriors, the Double Dragon series, and The Simpsons. "We haven't formally announced plans [to release games for other systems], but it is something we will consider when we have a better knowledge of the installed base of the competing systems," he added. We'll have to wait and hope Acclaim and other large third-party firms follow the few and the proud multi-system developers, such as Electronic Arts, and release great carts for several formats.

Ask the Pros Q&A!

Direct your letter to one of our three "Ask the Pros" departments: Current, for recent releases; Classics, for oldie-but-goodie stumpers; and General, for pro-to-pro advice, trivia, and technical queries. We'll try to print a mix in each issue. If your letter is published, you'll get a free GAMEPRO Super Shirt.

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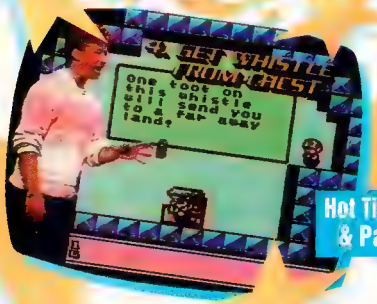

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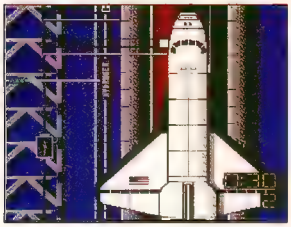
SHORT SHOTS

Nintendo

Space Shuttle Project (Absolute)



Absolute's made space travel so simple you won't even have to leave the comfort of your own home. Pop in Space Shuttle Project and you're ready to blast your way through the stratosphere and into the depths of outer space. Once you attain orbit, you undertake the same delicate Space Shuttle operations that the astronauts do! There are six Shuttle missions, which include a variety of space-tasks, such as performing space-walks and building space stations, as well as emergency scenarios, such as the rescue of a Soviet Cosmonaut and the retrieval and repair of a Strategic Defense Initiative satellite. Blast off with Space Shuttle Project!

Available now

TaleSpin (Capcom)

Eight-bit Baloo and his sidekicks, Kit Cloudkicker and Molly, have arrived at last. This long awaited Capcom title sends the two loveable Disney creatures on a high flyin' eight level rescue adventure. Baloo zips through the airways in his tiny biplane, the Mini Sea Duck, delivering cargo to locals. Simple, right? Wrong-a-roo! Don Karnage and his not-so-merry band of Pirates want the cargo for themselves, so they hop into their planes and go after Baloo. Can you bear so much high flyin' fun?

Available December '91

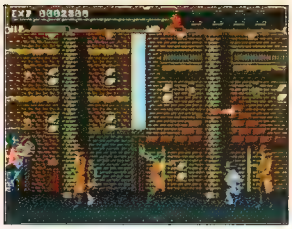
Genesis

Back to the Future III (Arena)

Marty and Doc are up to their crazy time travelin' antics again in Back to the Future III. They've traveled back to the year 1885 – the Wild West – so Marty can save a friend from a premature demise. What they don't know is that in order to make it through the four parts of this adventure, they must survive some wild and wooly western-style events, such as avoiding gunshots atop a speeding locomotive and battling it out with gunslingers on horseback. Can Marty and Doc save the future? Only the past will tell.

Available now

El Viento (Renovation)

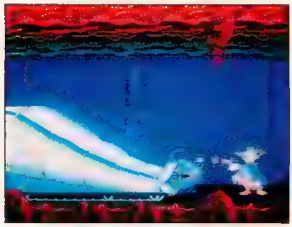


In this eyecatching eight-level action adventure cart you, as the young heroine Annet, are whisked back to the Roaring '20s to duke it out with Al Capone and his gang of goons. Capone and company have been hired by the evil Hastur group to take over the Empire State Building so that they can use it as a temple to worship Evil. Your weapons come in the form of magical spells (i.e. fire balls and walls of water), and you must use them to pound Capone and his gang into the pavement before New York loses its most prominent landmark! El Viento (the Tornado) will really churn you up.

Available now

TurboGrafx-16

Darkwing Duck (NEC)



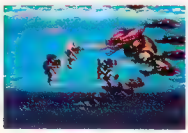
Who knows what evil lurks in the hearts of ducks? Darkwing Duck knows! He's the hottest crime-busting bird in the Turbo-dimension. In this action adventure for one, you join Disney's Darkwing Duck and his fine feathered friends, Gosalyn and Muddlefoot, on a crime-solving mission to foil the evil designs of the fiendish terrorist group, F.O.W.L. This wretched flock has slashed a valuable painting and hidden the bits all over the city of St. Canard. You must beat the bad guys, find the pieces of the painting, and restore the priceless masterpiece. Can the Caped Quacker and his spiffy Gas Gun put an end to this madness? Or, will his goose be cooked? Take a "quack" at Darkwing Duck and find out all about it.

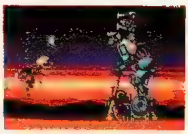
Available now

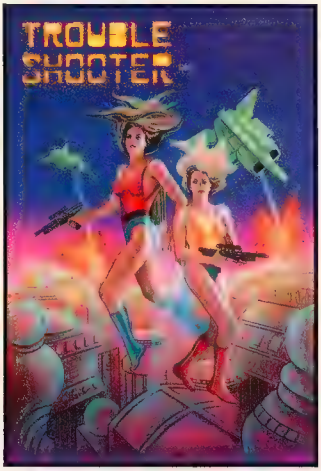
Continued on page 146.

Getting Into Trouble Has Never Been So Much Fun!

Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...







The "Getting Into Trouble" Contest

VIC TOKAI INC. and **GAMEPRO®** are bringing you the most radical Sega™ contest ever! Some lucky gamers will even get a chance to be on TV !! Interested?!? Read on...

Inside selected packages of **Trouble Shooter™**, there will be a Madison or Crystal Card. The five people who get a Crystal Card will win the totally hot Sega™ Game Gear™! Two special gamers who find the Madison card will not only get the Sega Game Gear, but will also be featured on the awesome, new TV program GAMEPRO!

Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the **Trouble Shooter** box and answer the following question: Who contacts the **Trouble Shooter**? Mail your answer to:

Trouble Shooter
22904 Lockness Avenue
Torrance, CA 90501

Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on GAMEPRO TV! All entries must be received by January 31, 1992. Now go out and get into **Trouble Shooter** and watch GAMEPRO. Getting into trouble has never been so much fun!

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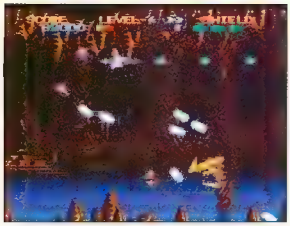
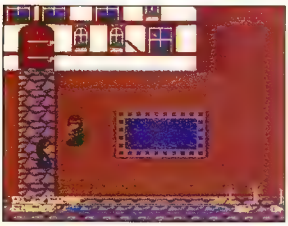
Super NES



The game: Jaleco's Earth Defense Force. The mission: to save planet Earth from being annihilated by the secret organization known as AGYMA. Slip behind the controls and pilot the ultra high tech fighter, the X-A1, through six stages, each one more difficult then the next. Hundreds of enemy aircraft as well as a bizarre assortment of mechanized creatures ambush you from above, below, and head on. Not to worry. You have eight different sources of firepower, protective satellites which you can position in four configurations around your ship, and, to top it off, each weapon can be powered up five times!

Available February '92

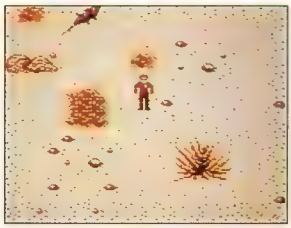


Peace and happiness prevailed in Lakeland until one fateful day an evil spirit infested the waters of Lakeland with sickness and disease. In this sophisticated yet user-friendly role play adventure you assume the persona of the prodigal child, Nasir – the child of the Light. You're an accomplished swordsman with some knowledge of magic, and you must call upon these skills to protect you when you enter into battle against wicked beings, such as Zerah the Warlock, during your journey. With the bad also comes the good; the friendly inhabitants of Atland are a valuable sources of information. Peace or pestilence for Lakeland? It's up to you.

Available January '92

Game Boy

Star Trek (Konami)

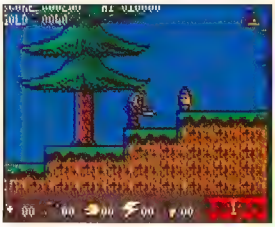


Trekky fans, here's your big opportunity to follow in the larger-than-life footsteps of Captain James T. Kirk, commander of the U.S.S. Enterprise. In this portable space adventure for one, Kirk and his illustrious crew grab their handy Tricorders and beam down to numerous planet surfaces to search for and analyze alien substances. Planetary explorations don't come without danger, however, so be prepared to enter into some Phaser-to-alien combat, too. We can't promise that you'll live longer or prosper by playing Star Trek for the Game Boy, but we can guarantee a good time.

Available Jan. '92

Lynx

The prophecies foretell the birth of a young hero in the northern parts of Odin's World who will restore peace and joy to the Realm. That hero, Brian, has been born, but now the evil god Loki has abducted Brian's family to lure him into his wicked realm where he plans to crush

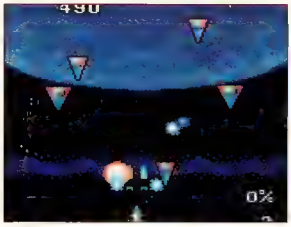


Brian and plunge the entire land into eternal chaos! Viking Child is a large scale role-playing adventure which requires quick wits and reflexes as you search through a wide assortment of lands to find Brian's family. In your travels, you must defeat hordes of Loki's monstrosities and pick up gold coins which you use to buy powerful weapons and other useful items. Full of dangers and surprises, there's nothing at all "childish" about this cart!

Available now

Game Gear

Halley Wars (Sega)



The Game Gear gets its first straight-ahead space shoot-em-up in Halley Wars. You pilot a powerful star cruiser in a mission to pass through the most treacherous space sector in the galaxy! Only the coolest space jockeys with nerves of steel can navigate through the countless waves of enemy spacejets, comets that zoom across your path without warning, and deadly satellites. Lock your aim onto asteroids which often hide invaluable power-ups such as multiple laser fire and other special weapons. There's never a dull moment in this portable shoot-to-thrill adventure.

Available now

THE TERMINATOR™

Welcome to Post-Holocaust Los Angeles in the year 2029, where mutant robots pilot their crafts through the blood-red sky, hunting down human beings that once dominated this wasteland.

Just like the movie, you assume the role of Kyle Reese, a time traveller from the future who returns to modern-day L.A. to protect the life of Sarah Conner - the beautiful woman who holds the key to the survival of the human race.

Your mission: Outwit and outmaneuver a brutal killing machine known as the Terminator. He's big, he's bad and he's virtually unstoppable - let's hope you're smarter!

FEATURES:

- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

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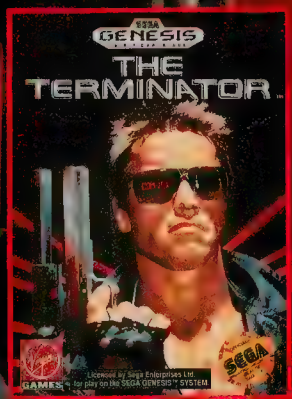

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OVERSEAS CD NEWS

RPM Report NEWS

Sega, Falcom Join Forces for CD-ROM Products

Japanese video-game industry leaders, **Sega Enterprises, Ltd.** and **Nihon Falcom** have announced a joint venture, Sega Falcom, Inc. The new company, separate from its parent corporations, will develop software specifically for Sega's Mega CD drive. This is good news for Sega players seeking **"Ys"** titles – Falcom is the creator of the Ys series as well as **"Sorcerian"** for the PC and Mega Drive. Expect Sega Falcom Mega CD games to hit the US market next Spring when the Genesis CD-ROM debuts.

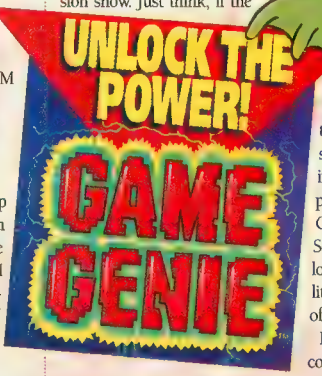
NEO•GEO CD-ROM?

SNK hopes to beef up NEO•GEO game system sales in the future with the introduction of a CD-ROM drive for the unit. Considering the current price of N•G carts, this is good news for owners of the super system. SNK is currently trying to solve lag time problems with the CD unit so that the games will play as fast and as smoothly as their carts. Look for more info on this system as we get it!

Tradewest Signs Battletoads Toy Deal with Tiger Electronics

Battletoads make music with Tiger.

Tradewest, Inc. has announced that they have entered into an agreement with **Tiger Electronics** making Tiger the master toy licensee for Battletoads. In other Toad news, look for **Battletoads** on the SNES and in the arcade any month now. And keep a bulgey eye out for the Battletoads comic book (from Marvel Comics) and the Battletoads animated television show. Just think, if the Toads become as big as the Simpsons, they can cut a blues album, too!



Game Genie for Genesis in '92

Genesis owners wondering when they'll get to work some Game Genie magic on their systems can stop wondering. The **Galoob Genesis Game Genie** is on the way! According to sources, a Genesis Genie IS in the works, and will be appearing in the stores before Christmas 1992. Don't expect Sega of America to haul Galoob off to court the way their litigious competitor, Nintendo of America, did.

In other Galoob news, the company has announced that its motion enabling it to pursue recovery of a bond against Nintendo of America, Inc. has been granted by the U.S. District Court for the Northern District of California. Galoob can collect up to $15 million from Nintendo, to cover lost profits or damages Galoob may have incurred when Nintendo prevented them from selling their Game Genie video game enhancer in 1990. The actual amount of the award to Galoob will be determined in a future hearing (expected sometime between November and January).

Microleague Joins the Nintendo World

Look for PC veteran, **Microleague**, to join the NES world within the next 12 months. Microleague created such smash hit sports simulations as **Microleague Baseball**, **Microleague Football**, and **Microleague Wrestling**. Microleague's games, unlike most current NES sports carts, use real teams, real players, and real stats. And speaking of Microleague, keep an eye out for Microleague's first entry into the coin-op world, **Microleague Football**. This game promises to challenge sports addicts and novices alike.

Study Shows Video Game Playing = Excercise

A research study by Karen Segal of the Mount Sinai School of Medicine has shown that playing video games while standing burns as much energy as mild exercise. Segal monitored the heart rate, oxygen consumption and blood pressure of 32 men and women as they played Ms. Pac-Man for 30 minutes. According to Segal, playing the video games burned as much energy as walking about 2 mph.

Zap them calories.

Sega Gears for Winter CES

What would be Christmas without some major goings on at **Sega of America**? I'll tell you what – a boring Christmas, that's what! But fear not Genesissers! There are major plans afoot at Sega, and we think you're going to be stoked when you hear them.

First, look for **Sonic The Hedgehog 2** sometime in 1992. We hear that this one will be the biggest Genesis cart to date – 16 megs!!! Awesome!

As reported first in *GamePro*, there will be a Dungeon's & Dragons game for the Genesis (ProNews July 1991). It's based on the **Hollow World** series and will have game play similar to the Ultima series.

Sega has added **"Home Alone"** to their stable. Look for something based on either the first or second movie around Summer 1992.

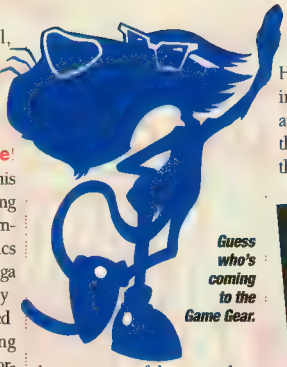
But wait! There's more!

Several new **"Sports Talk"** carts are on the drawing board. We hear baseball, wrestling, boxing, and NBA basketball are in the works. If they're anything like Joe Montana, we can't wait!

Finally, look for **Art Alive!** and **California Games** this month. Art Alive! is a drawing and animation program complete with predrawn graphics (including certain popular Sega characters), 16 colors, spray cans for shading and patterned effects, and several drawing utensils to choose from. California Games is the Epyx classic featuring surfing, roller skating, BMX bike, footbag (hacky sack to those in the know), and half pipe skateboarding.

Kaneko Brings Chester Cheetah® to the Game Gear

Everybody's favorite feline, **Chester Cheetah** of Cheetos TV fame, has his own Sega Game Gear game, coming this month from **Kaneko**. Chester has to get out of the zoo and return to the home he was taken from as a cub. This is a fast movin' maze/puzzzle game that is different every time you play it. It ain't easy being cheezy!



Guess who's coming to the Game Gear.

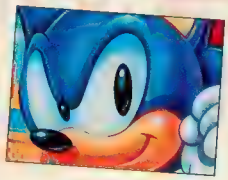
Konami and Sega Grab Batman Video Game Rights

With Batman II fast approaching (Summer '92), it seems appropriate that a slew of new Batman video games should arrive with it. After lengthy negotiations, the big winners in the Batman sweepstakes are **Konami** and **Sega**. Konami will have the game rights for the NES, Game Boy, SNES, Computer, and Arcade titles. Sega will own the Batman rights for the Sega Genesis, Master System, and Game Gear. Unless Sega and Konami programmers move double-time, it's unlikely that any new Batmans will hit the store shelves in time for the movie sequel. More likely, expect new video game versions of the Dark Knight to surface around Christmas '92.

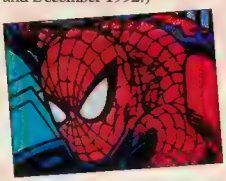
Winners

Here are the top prize winners in the Hudson Hawk, Sonic, and Spidey contests. Look for the rest of the prize winners in the January issue of GamePro.

HUDSON HAWK GRAND PRIZE
Paul Sherick
Tijuana, CA
(Paul received a trip to the movies for himself and ten of his buddies, including popcorn and munchies, a Hudson Hawk Game and NES cartridge, and Hudson Hawk movie posters and t-shirts.)



SONIC GRAND PRIZE
Frank Schwartz
Santa Monica, CA
(Frank received a Sega Genesis and every Sega Genesis cartridge released between January and December 1992!)



SEGA SPIDEY 1st PRIZE
James J. Madrid
San Francisco, CA
(James received a special Spider-Man comic book package worth over $500.)

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GAMEPRO 1991 INDEX

Hey, game dudes and dudettes. Back by popular demand, it's the totally-inclusive (well, kind of) GamePro Index for 1991. Since so many of you asked (see, we do listen) we've included SWAT and Ask the Pros in this listing. You'll also notice that the index doesn't include December – hey, just look in the Table of Contents...or you'll have to wait until next year! Enjoy!!

Systems Key: **N** = Nintendo, **SN** = Super Nintendo; **M** = Master System; **G** = Genesis; **T** = TurboGrafx-16; **GB** = Game Boy; **L** = Lynx; **GG** = Game Gear; **SF** = Super Famicom; **PC** = PC Engine

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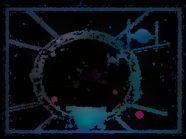

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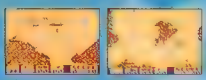

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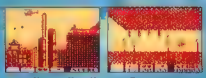

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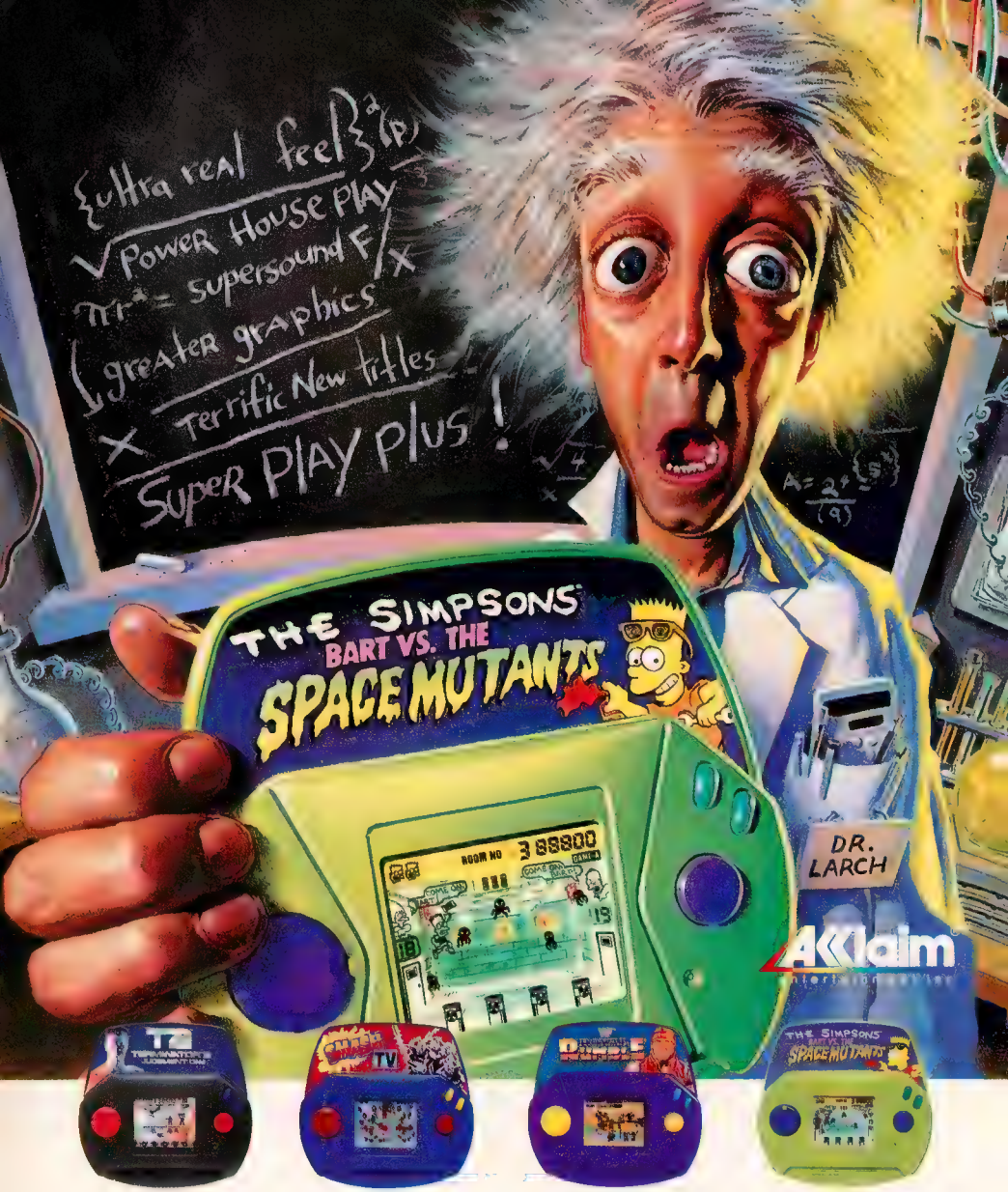

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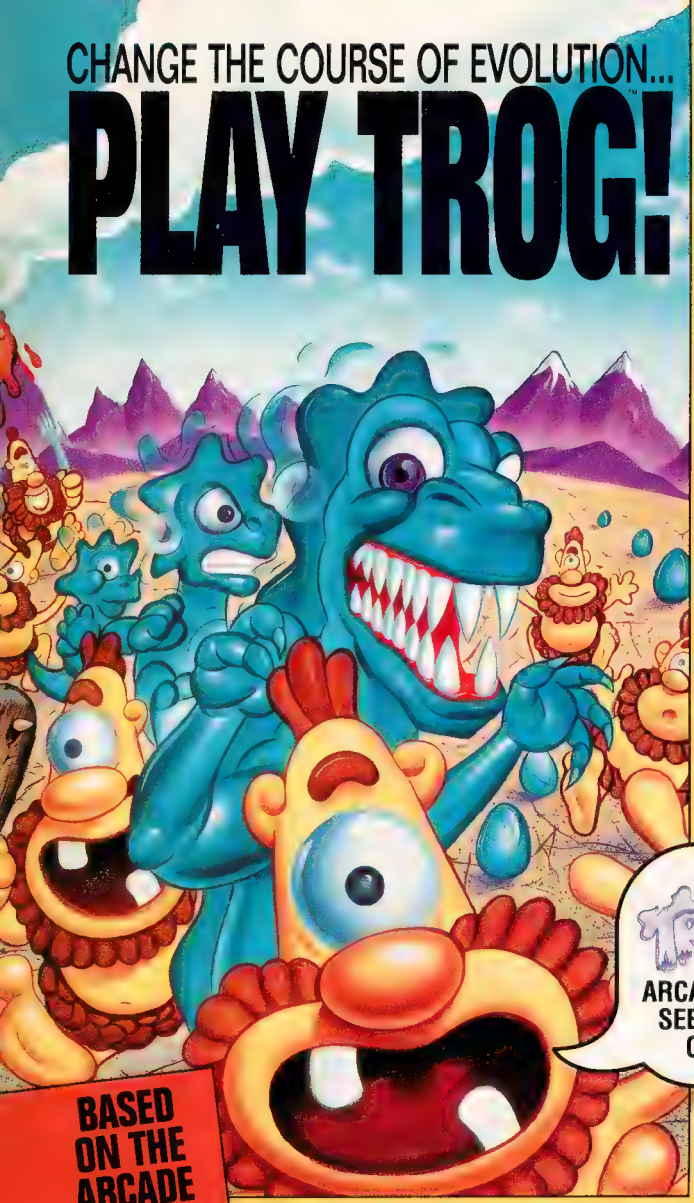

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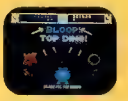

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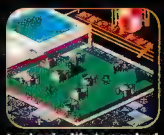

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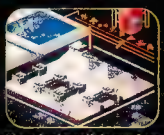

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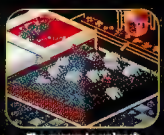

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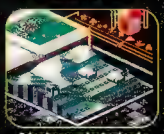

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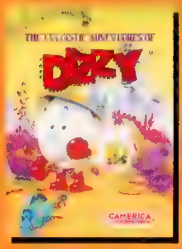

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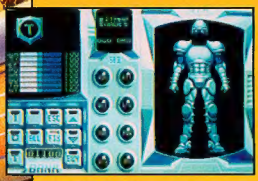

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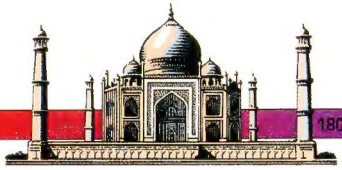

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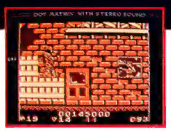

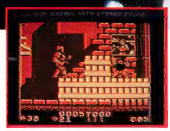

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